Samuel Siuyin Kong

Email
samuelkong990719@gmail.com

Phone
US: +1(585) 747-7137
HK(WhatsApp): +1(585) 747-7137

GitHub
https://github.com/sskong0719

LinkedIn
www.linkedin.com/in/samuelkong0719

Currently a Senior at University at Buffalo working towards B.S. in Computer Science. Seeking Hands-On Experience in any computer science related field. I am motivated and willing to learn from others and share innovative ideas. I hope to learn and grow with the company.

EDUCATION

University at Buffalo, NY – *Computer Science Bachelor of Science* *August 2021 – May 2024*

- Algorithms and Complexity (CSE 331)
- Computer Organization (CSE 341)
- Data Structures (CSE 250)
- Introduction to Web Applications (CSE 312)
- Software Engineering (CSE 442)
- Introduction to Microprocessors (CSE 379)

EXPERTISE

- Java / Python / ReactJS / Scala / C / HTML / CSS / JavaScript / PHP / ARM / MySQL / MongoDB / Docker
- GitHub / Zenhub

LANGUAGE

- Cantonese
- English
- Mandarin

PROJECTS

Campus Living Rating Web App *February 2023 – May 2023*

- Developed a fully functional web app using ReactJS, PHP, and MySQL.
- Implemented a rating system that allows users to rate various aspects of on and off-campus housing options.
- Designed an intuitive and user-friendly interface that makes it easy for users to submit reviews and browse housing options.

Auction House Web App *March 2023 – May 2023*

- In progress for developing an eBay like auction web app using ReactJS, Flask, Python, and MongoDB.
- Implemented an auction system that allows sellers to create listings for products they want to auction off, including photos, descriptions, starting bids, and auction end dates.
- One of the challenges I faced during the development of this project was integrating different technologies such as ReactJS, Flask, Python, and MongoDB to create a seamless and user-friendly auction platform. Another challenge was designing the bidding process to ensure a fair and secure auction system that maintains the privacy of all users.

Brick Breaker Game Project (ARM Assembly, GPIO, Timer, UART) *April 2023 – May 2023*

- Designed and developed a Brick Breaker game using ARM Assembly language and low-level hardware programming techniques such as GPIO, Timer, and UART.
- Implemented GPIO to control input/output operations, Timer for game mechanics and frame rate control, and UART to display score and other game information on a serial terminal.
- Challenges encountered during the development process were mostly optimizing performance and calculation challenges for the ball and paddle to move accurately and smoothly.