

## Nicholas C. Hung

240-308-1123 | [nhung@terpmail.umd.edu](mailto:nhung@terpmail.umd.edu) | <https://github.com/syncopika>

### education

**University of Maryland, College Park / Computer Science, BS**  
January 2016 - PRESENT (Intended graduation date: December 2018)

GPA: 3.513

**University of Maryland, College Park / Biology, BS**  
August 2011 - December 2014

### skills

JavaScript, Java, C, Python, HTML/CSS

### work experience

**UnitedHealth Group / Technology Development Program Intern**  
Basking Ridge, New Jersey

May 2018 - August 2018

- Collaborated with 3 interns to develop a customizable dashboard integrating data from Dynatrace, Adobe Analytics, and Splunk APIs to decrease issue triage time for the DevOps team
- Utilized React.js and Recharts for the UI, MySQL for the database
- Learned and applied Agile methodology and Git for version control to achieve a productive workflow
- Worked closely with the product manager to identify, evaluate and implement changing requirements

**Emmes Corporation / Data Manager**  
Rockville, Maryland

February 2015 - January 2016

- Constructed and edited electronic case report forms using proprietary software
- Performed quality assurance tasks and audited data from several clinical studies
- Collaborated with biostatisticians, protocol monitors and other data managers to develop and improve clinical trial protocols and ensure data quality

### independent projects

**Piano Roll Online** - <https://piano-roll-app.herokuapp.com/>

April 2017 - present

- A browser-based piano roll hosted on Heroku built with JavaScript (making use of the Web Audio API), HTML/CSS, Node.js for the server, and MongoDB for the database
- Features include user login/logout, authentication, registration, importing/saving projects as JSON
- Utilizes a number of JavaScript libraries such as Express.js, Mongoose ODM

**gifCatch**

January 2018 - present

- A Windows desktop application that captures screenshots and creates a gif from them, with user-specified parameters such as time delay between screenshots, number of frames to record, and image filters
- Implemented various image filters, including edge detection and saturation
- Created with C++, Win32 and GDI+ APIs and open-source code for the gif creation step

### extracurricular

**music composer**

2012 - present

- Create and sell background music spanning a variety of genres for use in various media via bandcamp.com
- Composed the soundtrack for *Fantasy Tales Online*, a free MMORPG available on Steam
- Contribute free music to the open-source game community on OpenGameArt
- Scored 2 student films produced by members of the Maryland Filmmakers Club