



Thomas Chung



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Profile

Software engineer with 6+ years' experience across ML, web, and signal processing. Strong foundation in full stack development, systems engineering, and user-facing software.

Experience

Support Buddy

Extension Developer

- > Built and shipped a Chrome extension for moderating X/Twitter abuse targeting women and girls.
- > Implemented on-device ML for real-time intervention.

TypeScript :: [Chrome Extension API](#) :: [ML](#)

QuickWord

Frontend Engineer

- > Frontend engineer in a 4-person team.
- > Designed core UI components and scheduling UX.
- > Shipped beta version.

React :: Next.js :: Tailwind :: TypeScript

Inkwell PR

Full-Stack Developer

- > Built and launched subscription MVP.
- > Integrated authentication and payments APIs.

React :: Node.js :: Firebase :: Stripe

PlayerData

Firmware Engineering Intern

- > Developed embedded system emulation test tools.
- > Assembled the product charging hubs.
- > Reduced driver testing time and hardware wastage.
- > Sped up the charger assembly by 20-30x.

C :: ARM Cortex-M :: Zephyr RTOS :: QEMU

Applied Cloud Programming

Academic Course ([INFR11245](#))

- > Designed, containerized, and deployed HTTP REST microservices.
- > Developed and integrated REST APIs and event-driven services.
- > Built CI/CD pipelines for automated integration, testing, and cloud deployment.
- > Implemented scalable data storage and messaging solutions.

[Docker](#) :: [Kubernetes](#) :: [AWS](#) :: [Azure](#) :: [GCP](#) :: [CI/CD](#) :: [REST APIs](#) :: [Event-driven services](#) :: [Scalable data storage](#) :: [Message Queues](#)

University Projects

Binary Abacus

Interactive learning tool for school children

- > Interactive tool for teaching binary arithmetic and encoding.
- > Used in classrooms across Scotland.

[React](#) :: [TypeScript](#) :: [Accessible Design](#) :: [Github Actions](#)

Masters Project

Editing music with pitch-space spectrograms

- > Audio reconstruction pipeline from spectrogram, with octave scaling.
- > First spectral editing process demonstrated outwith proprietary software (e.g. Adobe Audition).

[Python](#) :: [PyTorch](#) :: [Signal Processing](#) :: [Software Engineering](#)

Education

University of Edinburgh

Master of Informatics (2019–2025)

- > Master's project: 78% Distinction
- > Overall: Merit (Master's), 2:1 (Hons)

Employment

Company	Role	Start	Duration
Heriot-Watt University	Extension Developer	Sep 2025	6 months
Edinburgh Leisure	Gymnastics Coach	Jun 2025	6 months
Inkwell PR	Full Stack Developer	Dec 2023	9 months
PlayerData	Firmware Engineering Intern	Jun 2023	3 months
Edinburgh University Gymnastics	Strength Coach	May 2023	ongoing

Skills

Languages: Python, TypeScript, C

ML: PyTorch, TensorFlow, NLP, LLM fine-tuning, model evaluation

Web: React, Node.js, HTML, CSS

Other: Signal processing, embedded systems, UI/UX, accessible design

References

Available on request.