Tony Du

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Technical Skills & Experience

Programming Languages	C/C++, C#, Java, Objective C, Python, Javascript, VHDL, M68K assembly
Frameworks	Android, Cocoa Touch, Tornado
Software	Eclipse, Xcode, Flash Builder, Ant, Git
Hardware	Lab instruments(Oscilloscope, Multimeter), Electronic prototyping & assembly, PCB design and fabrication(EAGLE, Diptrace), Microcontroller development(AVR, Stellaris)

Experience

Sept-Dec 2014

Software Engineering Intern, *Arista Networks*, Santa Clara.

Jan-April 2014

Systems Software Engineer, *Virtual Instruments*, San Jose.
Prototyped software solutions for distributed file system profiling.
- Implemented network protocol analysis and data visualization tools for monitoring and analyzing NFS systems.

May-August 2013

Mobile Game Developer, *Gree International*, San Francisco.
Developed and maintained features for top-grossing games for the Android platform.
- Implemented gameplay and monetization features for the Android version of Jackpot Slots
- Researched and implemented scripting runtime integration solutions for the in-house Android game engine

Sept-Dec 2012

Mobile SDK Developer, *Kontagent*, Toronto.
Developed and maintained Kontagent's analytics SDKs for the iOS and Android, as well as the Unity and Adobe AIR platforms.
- Implemented a custom version of the Kontagent Android SDK designed for first-session analytics
- Developed an Adobe AIR native extension of the Kontagent iOS and Android SDKs

Jan-Apr 2012

Android Developer, *Wattpad*, Toronto.
Maintained and updated Android application for the Wattpad platform.
- Developed UI updates, as well as optimizations for the Wattpad Android application for increased performance

May-Aug 2011

Mobile/Embedded Developer, *Pebble Technology*, Mountain View.
Developed new embedded applications for the inPulse smartwatch, as well as developing the interface software on the Android OS.
- Implemented additional features for the inPulse smartwatch interface application, including a watch app store, Gmail integration, and watch settings screen using Java
- Researched and implemented Bluetooth connectivity methods in Java and C

Education

Sept 2010 –
May 2015(Anticipated)
University of Waterloo, *Candidate for Bachelors of Applied Science*, Computer Engineering.

Projects

Remote Screen for Android Phones.
- A secondary e-ink screen for displaying static content and images from Android devices via Bluetooth Low Energy (BLE)
- Developed using an ARM-based development board

Jobmine Mobile Application.
- Application for viewing job postings and interview schedules on the Jobmine job board for the Android OS
- Features sorting/filtering of jobs by application status, interview viewing, and regular notifications for interview selections
- Developed using Java, with third party libraries for HTML parsing and persistent storage encryption

Android Typewriter.
- A physical output device for various mobile messaging services on the Android OS
- Uses the Google Open Accessory framework to connect and print contents of messages, using a typewriter keyboard spoofer
- Implemented using an AVR-based development board

Extracurricular Activities

Sept-Dec
2011
Education Director, *IEEE UW B branch*, University of Waterloo.
- Responsible for developing and conducting Tutorials in C programming, and Embedded development in the Arduino platform for first year engineering students.

Sept
2010-Current
Student Academic Representative, *University of Waterloo*.
- Acted as a liaison between the class and instructors.
- Attended divisional meetings to present student issues to teaching staff.