Tong-Ing (Tony) Wu

+61-450-056-539 | tongingw@student.unimelb.edu.au | tonywu0821.github.io | tonywu0821 | tongingwu

SKILLS

Programming: Java, Python, JavaScript/TypeScript, C/C++,
Mobile / Web development: Android, React, React hooks, Express.js, Node.js, HTML5/CSS, RESTful API
Databases / Frameworks: MongoDB, Firebase, MySQL, PostgreSQL, Sprint Boot
Other: Git, Unix/Linux, CI/CD, AWS, Heroku, Nginx, Agile (Scrum), Apache Storm
Languages: English (Fluent), Mandarin (Native), Taiwanese (Fluent), Japanese (Basic)

WORK EXPERIENCE

Software Engineer, Melbourne, Victoria, Australia   Dec. 2019 – Mar. 2020
Scram Software
- Maintained and developed unit tests and functional tests in Python to validate our products, thereby increasing the reliability
- Wrote scripts to extend original tests and conducted experiments to solve engineering problems

Engineering Project Manager, Taipei, Taiwan   Sep. 2015 – Mar. 2016
Career Technology (MFG.) Co., Ltd
- Managed project progress, shipping schedule, and related issue until product goes mass production
- Resolved customer complaints by working closely with engineering team on finding root cause of failure

PROJECTS

To-Do List in PERN (Postgres, Express, React, Node.js) Stack   May.2021
- Implemented a web application provides a private to-do list for different users.
- Build a Registration/Login System with JWT and Postgres.

Cryptocurrency Tracker in MERN (MongoDB, Express, React, Node.js) Stack   Feb. 2021
- Implemented a web application which can track cryptocurrency prices, volume, market cap and deployed it to AWS and Heroku

Task manager in MERN Stack   Oct. 2020
- Implemented a web application with a server which can help people manage tasks and deployed it to AWS and Heroku

Motion Sensing Game in Android and Java   Oct. 2019
- Implemented a motion-controlled game and designed the user interface and handle application data via Firebase

Pacman Game AI in Python   Oct. 2019
- Implemented a Pacman AI with different techniques and competed with other teams. (Ranked top 15%)

Twitter Authorship Attribution in Python   Oct. 2019
- Implemented a system that can identify the likely authorship of a given tweet, given a collection of tweets whose authorship is known

Automatic Fact Verification System in Python   May 2019
- Build an information retrieval system (search engine) to retrieve possible evidence using PyLucene
- Trained a deep learning model to verify claims using Wikipedia corpus. (Ranked top 20%)

P2P File Sharing System in Java   May 2019
- Build a TCP/UDP based distributed system which allowed file sharing and synchronization
- Utilized cryptography API (Bouncy Castle) to implement a secure way to control the system remotely

Spelling Corrector in Python   Sep. 2018
- Implemented a word frequency model and used Levenshtein Distance to predict misspelled words. (Precision: 85%, Recall: 83%)

Bicycle-sharing System in C++   Dec. 2016
- Implemented a rental bike system which can manage bikes, such as adding, renting, transferring, returning and discarding bikes

EDUCATION

The University of Melbourne, Melbourne, Australia   Jul. 2018 - Jul. 2020
- Master of Information Technology
- Distinguished Coursework: Programming and Software Development (H1), Internet Technologies (H1), AI Planning for Autonomy (H1), Mobile Computing Systems Programming (H1), Research Project (H1)
- Research Project: **Benchmarking Distributed Stream Processing Systems**
  - Technologies involved: Java, Python, Linux, Apache Storm, Apache Zookeeper, Dragon, Nectar Cloud, Cluster Computing

National Tsing Hua University (NTHU), Hsinchu, Taiwan   Sep. 2016 - Jun. 2017
- Continuing Education Program, Department of Computer Science (GPA:4.15)
- Coursework: Data Structures (A+), Operating Systems (A+), Design and Analysis of Algorithms (A), Computer Architecture (A)

National Chiao Tung University (NCTU), Hsinchu, Taiwan   Sep. 2009 - Jun. 2013
- Bachelor of Science, Applied Chemistry