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[trying42long.github.io](https://github.com/trying42long) | [Projects](#) | [Research](#) | [Github](#) | [LinkedIn](#) | [Portfolio](#) | [Profile](#)

HIGHLIGHTS

- Over half a decade of corporate and personal project experience in designing user interfaces
- Automation design specialist at European multinational corporation

EDUCATION

M.S., Computer Science

Sept 2016 – June 2018

Cal Poly Pomona

B.S., Computer Science and Engineering

Sept 2008 – June 2012

University of California, Irvine

SKILLS

Programming, Scripting, and Markup Languages

- Java
- JavaScript
- Lua
- Bash
- HTML
- SVG
- ActionScript
- C
- C++
- Unix shell script
- JSON
- Python

Applications

- Programming and Scripting: Eclipse, Microsoft Visual C++, Adobe Flash CS4, gedit, Notepad++, Visual Studio Code
- Video editors: Adobe Premiere Pro C4, Windows Movie Maker, VirtualDub
- Image editor: Adobe Photoshop CS5, GIMP 2.8
- Music production: FL Studio 11

EXPERIENCE

Full-Time, Thales Avionics, Inc.

July 2012 – July 2015

Associate Test Systems Engineer - Customer Engineering, Integration Verification & Validation Team

- Successfully assisted in more than 30 testing projects with personally developed tools and methodology
- Support in-flight entertainment system development by designing and running system tests
- Design, create, and run automated tests for overnight testing using Unix, Android, and internal tools
- Develop GUI for displaying results of test data
- Test software and hardware configurations of the in-flight entertainment system
- Create “test modules”, internal processes for step-by-step system testing

Game Developer, SG Team

July 2014 – May 2015

Developer for online video game, Sword Girls

- Increased user activity by over 4 times after applying my first patch
- Collaborate with amateur fan developers and artists to sustain and revive Korean browser game, Sword Girls
- Code in various languages and formats to retain original look and feel, such as Lua, Python, and JSON
- Render various graphical assets for graphical user interface needs
- Partake in game community as public relations for user base growth

Internship, Thales Avionics, Inc.

March 2011 – June 2012

Simulation Lab Engineer, Client-side GUI Developer

- Develop graphical user interfaces for in-flight entertainment physical and simulation models using JavaScript
- Presented GUI tools that are used in over 10 cross-company presentations, meetings, and testing projects
- Maintain server-side simulation network structure using Node.js
- Coordinate with coworkers to meet project intermediate deadlines and corporate demonstrations
- Document design and implementation choices through sequence diagrams
- Gain knowledge of industrial process used during a software development project