Timothy Luong

4233 9th Avenue NE, Apt #207; Seattle, WA 98105 - (408) 891-5327
timothy.chongz.luong@gmail.com github.com/chongzluong | linkedin.com/in/timluong

Education

University of Washington – Seattle, WA GPA: 3.5 2013-2017 (Expected)
B.S. – Applied Computational & Mathematical Sciences: Discrete Math & Algorithms

Experience

Amazon Lab126 (SDE Intern) – Sunnyvale, CA June 2016 – September 2016
Python, Spark, MySQL, Java, JavaScript – NodeJS & Angular, HTML

- Wrote Spark Script to populate MySQL database with image blending data
- Created Data Portal for database access without Spark queries or driver configuration
- Implemented Unit & Integration Tests for 50% coverage of team Python/Spark modules

LincGlobal (SE Intern) – Sunnyvale, CA June 2015 – August 2015
Python, Django, jQuery, Ajax, SQL, Objective C, Branch IO

- Form validation & database ingestion tool (currently used by 1000+ online retailers, including Shopify)
- LincApp 3.0 - mobile application with inbox analysis and smart messaging

LincGlobal (WebDev Intern) – Sunnyvale, CA July 2014 – September 2014
HTML, CSS, PHP, JavaScript, Ajax, Python, Django

- Page design and creation; Site transition to WordPress/Azure
- Developed visual representations of analytic data from retail databases

MakeSchool (SDE Intern) – Palo Alto, CA June 2012 – January 2013
Objective C, C

- Designed/developed iPhone application - Criss Cross: Chongz's Circuitry Challenge
  - Top 10 in Strategy, Top 20 in Puzzle Games in Singapore App Store - See Section Below

Projects and Activities

Husky Tennis Club, President September 2014 – Present

- Organizing weekly practices and all non NCAA UW tennis events for 500+ members (1500 email list)

iBake, Project May 2016

- Designed/developed application UI and search & filter functionality using Swift and BigOven API

React-tac-toe, Project February 2016

- Tic-Tac-Toe game with "n by n" board size and win/loss counter, implemented in ReactJS

Fugitive, CalHacks 2.0 (UC Berkeley) October 2015

- Designed/developed in-game UI and map pinging using Swift

DJ Fly, Hack Princeton (Princeton) March 2014

- Designed/developed frontend of playlist app using Objective C
- Implemented music sharing components and search from Rdio API

Criss Cross: Chongz's Circuitry Challenge, MakeSchool June 2012 – January 2013

- Designed/developed entire application using Objective C with animated sprites using Sprite Builder
- Automated level generation through property lists and callbacks

Skills

Languages (from most to least proficient): Java, Python, JavaScript (jQuery, Node, Angular, React), Swift, SQL, Objective C, CSS, HTML, Json, XML, Mathematica, MATLAB, PHP

Tools (from most to least experience)**:** Spark, MySQL, SQLite, SQL Server, Django, Ajax, SageMathCloud, Amazon Elastic MapReduce, Azure JDBC, CouchDB, Hadoop