DavidCheung

cheung-david.github.io

Education

2014−2019   **University of Waterloo, Bachelor of Computer Science - 3B**

Experience

Yahoo! | Software Engineer   May−Aug 2018 | Yahoo Mail Metadata Team
- Architect and implemented an entire automated data pipeline to efficiently replicate production mail HBase meta-data to the Grid where it was mapped to Hive HCatalog for data analysis
- Improved server performance by implementing a HBase filter for rate limiting the number of bytes returned per query

Yahoo! | Software Engineer   Jan−Apr 2018 | Yahoo Mail Android Team
- Implemented search suggestions for Android Mail contact search drop-down
- Improved user retention rates by implementing a series of login experiments that logged user metrics and underwent bucket testing
- Implemented a smart reply quick response feature for mobile emails during Hackday that caught the interest of the director of product management

Zynga | Software Engineer   Jan−May 2017 | Optimization Platform Team
- Reduced bandwidth usage and page load times by 12 times through caching, pagination, compression and data restructuring
- Architect and implemented a configurable user access permissions feature to increase security on their revenue optimization platform

BlackBerry | Software Developer   Jan−May 2016 | Identity Management Team
- Architect and implemented the entire back-end of a user authenticated search engine that queried over 100 million rows
- Performed database and query optimizations on SQL Server
- Revamped the Web IT Portal. Redesigned core aspects of the site and implemented real time search and notifications using ASP.NET MVC 5

Projects

Scribe | Founder | http://Scriber.me   Sept 2016 − Present | Still In Development
- An image sharing social network designed for Android and web
- Architect and built the entire Android and web infrastructure
- Implemented the REST API backend with NodeJS/Express and the front-end with ReactJS/Redux
- Deployed on AWS EC2, S3 and available on GooglePlay and Scriber.me

Elemental Jumper Game | Android | LibGDX   August 2015 − Present
- Developed an open-sourced infinite jumper Android game
- Coded in Java with LibGDX as the API

MeetUp | Web App | PHP | JavaScript | MySQL   March 2016 − Present
- Real time geolocation and chat room for a group of users, users can create a custom room for members to join. Utilizes Google Maps API.

Chess | C++   December 2015
- Co-developed a chess game that has four levels of heuristic AI, undoing moves, loading saved games and custom board setup
- Hardest AI implemented with Negamax and alpha beta pruning

programming
C++, JavaScript, Java, PHP, SQL, ASP.NET MVC 5, C#, C, Scheme/Racket, Python, Groovy, CSS, HTML5

frameworks + tools
NodeJS, ReactJS/Redux, Java Spring, Android, HBase, AWS, AngularJS, MongoDB, SFML, MapReduce, LibGDX, Bash, SocketIO, Heroku, Jasmine, Google Maps API, Git, Hadoop, Zookeeper

interests
Algorithms, Climbing, Entrepreneurship, App Development, Game Development, Powerlifting, Dancing, Data Analysis, Product Design, Stock Market

extracurriculars
UW Computer Science Club Velocity Entrepreneurship

links
Scriber.me
github.com/cheung-david
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