Eugene Chiong

Phone | +1 (412) 499 1661
Email | eugenecys@gmail.com
Website | eugenecys.com

Education

Aug 2015 to Present

Carnegie Mellon University, Entertainment Technology Center (ETC), Pittsburgh
Master of Entertainment Technology

Aug 2011 to Dec 2014

National University of Singapore (NUS)
Bachelor of Computing (Computer Science), Honours
Specialization: Interactive Media, Visual Computing

Work Experience

May 2015 to Aug 2015

Full Stack Developer - Glints Intern
- Integrated a widely used search engine, Elastic Search, into the platform, allowing job applicants and companies to search for each other.
- Created a ranking algorithm that ranks candidates for companies based on their needs and rank companies based on job applicant's needs.
- Integrated social media login APIs to ease candidate registration and login process.
- Added various visual features to the user dashboard to improve the user experience.

Jan 2015 to April 2015

Technical Lead Intern - Gametize
- Created an SQL query builder for generating database-agnostic queries.
- Developed a data analytics framework for clients to view user statistics
- Pioneered a mini rule-based game engine that governs the flow of content in the platform and allows administrators to add more content.

Projects

Sept 2015 to Present

Building Virtual Worlds - ETC, Programmer
- Created highly interactive games in teams of 5 on two week rotations that utilized non-conventional interactive devices such as the PS Move, Kinect, and Oculus to experience making games in dynamic teams within a very short time frame.

Jan 2014 to Nov 2014

3D Gesture Recognition with Leap Motion - NUS
- Pioneered a gesture learning and recognition mechanism for 3D gestures with Leap Motion using the k-Nearest Neighbour algorithm.

Oct 2013 to Nov 2013

Context-based Newsfeed - NUS
- Created a newsfeed based off users' Facebook profiles, social circles, and browsing habits to show content relevant to the users using machine learning approaches

Oct 2013

Physical Ubuntu Server - Personal Project
- Built and administered a physical Ubuntu server from scratch for running services such as Apache, GitLab, XMBC, and several others

Skills

Programming

Java, Python, C/C++, C#, Javascript, HTML/CSS

Software

Unity, Photoshop, Illustrator, Premier Pro, After Effects

Courses Taken

Computer Graphics, Operating Systems, Information Retrieval, Algorithms
Computer Vision, Software Engineering, General Purpose Computation on GPU