David Chung

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WORK EXPERIENCE

PDHI, Bernardsville NJ - *Software Engineer*

JUNE 2016 - SEPTEMBER 2017

- **Skills:** knockout.js, jQuery, D3.js, Node.js, JavaScript, HTML, CSS, Less, Bootstrap, Restful APIs, SQL, C#, ASP.NET, Agile Scrum
- **Software:** Git, NPM, JIRA, BitBucket, Confluence, Visual Studio, VS Code, SSMS
- Refactored our JS architecture, allowing the creation of modular knockout components
- Led the initiative to convert our nested CSS structures into a modular BEM standard
- Created interactive charts using Google Maps API and D3.js
- Design and implement the initial stages of our Restful API
- Improved the teams debug time by creating SQL scripts to normalize test data

PORTFOLIO

Anki Addons - *Anki Addon*

APRIL 2025

- **Skills:** PyQt, Python, D3.js, TypeScript, CSS, HTML
- **Software:** VS Code, Figma, Git, GitHub
- **Description:** Anki add-on using to improve user motivation through UI simplification and data visualization
- Added D3 chart to track daily review counts against a rolling average
- Integrated with DeepL API to automatically translate card content
- Built PyQt settings interface for field/deck-specific configuration

FFTools - *Tauri App*

JULY 2023

- **Skills:** Qwik, Tauri, Rust, TypeScript, ffmpeg, CSS Modules, HTML
- **Software:** VS Code, Figma, Git, GitHub
- **Description:** Desktop app using Tauri and Qwik to perform common video editing tasks
- Convert specific video segments into animated GIFs
- Reduces video resolution for optimized file sizes
- Extracts audio from video files

Pick Perfect - *Electron App*

MARCH 2023

- **Skills:** React, Electron, NodeJS, Cypress, TypeScript, CSS Modules, WebSockets, Riot API
- **Software:** VS Code, Adobe XD, Git, GitHub
- **Description:** Automates the Champion Select process in League of Legends
- Communicate with Riot's Web Socket & HTTP Servers
- Uses Electrons event system to pass messages between the window and backend script
- Provides a simple UI for selecting and ordering Champion selections

Dark Sky - *Web Game*

MARCH 2018

- **Skills:** Canvas, GSAP, CSS, JavaScript
- **Software:** VS Code, Git, GitHub
- **Description:** A game about spaceships fighting in the dark
- Play it yourself!
- Built completely with vanilla JavaScript
- Generated lighting effects using canvas 'compositeOpertation'
- Created subtle light animations using the GreenSock library

Math Challenge - *Web App*

JANUARY 2015

- **Skills:** AngularJS, D3.js, PHP, MySQL, JavaScript, Sass, scss, CSS, HTML
- **Software:** Sublime Text, Balsamiq, Git, GitHub, Grunt.js
- **Description:** Math Challenge is a fun, simple, and addictive math game.
- Built an RPC API to allow data to be requested and displayed with AngularJS
- Recorded and stored all game data in a MySql database
- Graded the user's game data through several MySql Views
- Created a simple and responsive design using CSS3 properties and media queries

EDUCATION

Egghead.io

2018 - PRESENT

Frontend Masters

2018 - PRESENT

Linkedin Learning

2015 - PRESENT

Pluralsight

2016 - 2020

NJIT

2014 - 2015

SOCIAL MEDIA

CodePen

codepen.io/davidc4747

LinkedIn

linkedin.com/in/davidc4747

GitHub

github.com/davidc4747