

Joshua Chung

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Career Objective

I'm quite interested in software development, with experience writing full stack applications, backend systems, data science and integrating and writing software for dedicated hardware.

I love learning about how systems work - tinkering and integrating them to create a solution for problems. I particularly enjoy learning about computers, their hardware, software, and how they integrate together.

Projects

(Full Project Portfolio: keshuac.com/projects)

Ryzen AI Subtitling | Python, FastAPI, Typescript, NextJS

(April - August 2024)

- Developed an real-time audio subtitling program which runs on a AMD Ryzen NPU
- Finalist for the AMD Pervasive AI Developer Contest.
- Effectively prototyped, tested and polished application under a hard deadline.
 - Writeup: <https://www.hackster.io/jchu634/ryzen-ai-subtitling-5ead7f>
 - Repo: <https://github.com/jchu634/RyzenAISubtitles>

Subtext | Python, FastAPI, Typescript, NextJS, AstroJS

(Dec 2024 - Present)

- Developed full-stack desktop application to generate subtitles using Whisper locally.
- Implemented continuous delivery using a self-hosted Github runner to build application.
- Created and maintained unique virtualised build architecture to solve build problems.
 - Website: <https://subtextapp.cc/>
 - Repo: <https://github.com/jchu634/Subtext-app>

Codecritters | Python, FastAPI, Dart, Flutter, Tensorflow, PyTorch

(Jul - Nov 2023)

- Capstone project at University of Auckland.
- Collaborated to make full-stack web and desktop application in a team for Landcare Research
- Developed a machine learning RESTful API in FastAPI
- Created automated desktop application packaging scripts for Windows and Ubuntu
- Created an Flutter android app to identify insects portably on phones.
 - Repository: <https://go.keshuac.com/codecritters>
 - Repository (Android App): <https://go.keshuac.com/codecrittersflutter>

Fakman | C#, Unity

(2021)

- Created an playable Pacman clone from scratch from C# in Unity as a learning project
 - Website (WebGL): <https://portfolio.keshuac.com/projects/games/Fakman>
 - Repository: <https://github.com/jchu634/Fakman>

Loopy-Desktop | JS, ElectronJS

(Nov 2022- Jul 2023)

- Repackaged an open-source web app using ElectronJS into a standalone desktop application.
- Implemented GIF screen capture using JS.
 - Repository: <https://github.com/jchu634/loopy-desktop>

Technical Skills

Languages: Python, Typescript, C#, Powershell, Innosetup Script

Frameworks: React, NextJS, AstroJS, FastAPI, Unity

Tooling: Git, Proxmox, Github Actions, VS Code, Visual Studio

Libraries: Whisper, pyWebview, TailwindCSS

Education

University of Auckland | B.Sci. Computer Science Major (Sep 2024)

- <https://www.keshuac.com/extlink/ucert>

Nvidia Deep Learning Institute (DLI) | Fundamentals of Deep Learning Certificate (Feb 2023)

Nvidia Deep Learning Institute (DLI) | Fundamentals of Accelerated Data Science (Mar 2025)

Nvidia DLI | Fundamentals of Accelerated Computing with CUDA Python (Sep 2024)

- <https://keshuac.com/extlink/ncert1>
 - <https://keshuac.com/extlink/ncert2>
 - <https://keshuac.com/extlink/ncert3>
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Interests

I have a strong interest in computing of all types, client devices all the way to enterprise server compute.

I enjoy also gaming, and experimenting on electronics and computers in my spare time.

Over the last few years, I have been experimenting on NPUs, and exotic dedicated hardware in a homelab environment.