Joshua Chung

Student Software Developer

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Career Objective

I'm interested and want to be involved in full stack development.

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.

Skills Summary

Self-Development

I love to learn, and I like to having more tools available to tackle assignments and projects. I frequently engage in private study, attending industry workshops/conferences and building skills through personal projects.
As part of my self-development, I have been managing a homelab and experimenting with virtualised application containers.

Problem Solving

I am a curious logical thinker. When I encounter a problem, I like to root cause the issue and find possible solutions. These processes have been helpful in my studies and in my spare time when I debug and fix problems in my homelab.

Time Management

I try my utmost to allocate my time and resources efficiently, so that I can meet my deadlines and manage multiple assignments simultaneously.

I aim to ensure that tasks and projects are completed on time without inconveniencing my team. This has helped previously in my university experience where I had to split my time between four courses, which included contributing to a team-based project.

Analytical Thinking

I commonly break down complex issues into manageable components. This allows me to find patterns and connections that might otherwise be overlooked. This in turn enables me to make well-informed decisions in tackling complex and multi-faceted problems.

Education

University of Auckland

B.Sci. Computer Science Major (Sep 2024)

Nvidia Deep Learning Institute

Fundamentals of Deep Learning Certificate (Feb 2023)
https://keshuac.com/extlink/ncert1

Fundamentals of Accelerated Computing with CUDA Python (Sep 2024)
https://keshuac.com/extlink/ncert2

Technical Skills

Github: github.com/jchu634

Python

- I have experience writing RESTful APIs using Python Frameworks (Flask, FastAPI).
- Additionally, I utilise Python extensively for scripting to partially or fully automate tasks (e.g., file name processing, batch graph plotting, etc.).

HTMl+JS

- Learned how to use WebRTC and workers when developing a GIF recording functionality for a web app
- Learned how to use JS to interface with a C# RESTful API by developing a full-stack web chess game in a University assignment project.

Projects

Subtext: An Local AI Subtitle generating program.

- Developed an desktop application to generate subtitles using AI locally and embed them into videos or export them into various formats.
  - Website: https://subtextapp.cc/

Ryzen AI Subtitling.

- Developed an real-time audio subtitling program which runs on a AMD Ryzen NPU.
- A Runner up for the AMD Pervasive AI Developer Contest.
  - Website: https://www.hackster.io/jchu634/ryzen-ai-subtitling-5ead7f
  - Repository: https://github.com/jchu634/RyzenAISubtitles

Codecritters: Capstone project at the University of Auckland

- Co-developed a machine learning RESTFul API in a team for Landcare Research
- Created automated desktop application packaging scripts for Windows and Ubuntu
- Created an android app to identify insects portably on phones.
  - Repository: https://go.keshuac.com/codecritters
  - Repository (Android App): https://go.keshuac.com/codecrittersflutter

Fakman: An Unity Pacman clone.

- Created an playable Pacman clone from scratch in Unity, supporting WebGL and Windows.
  - Website (WebGL): https://portfolio.keshuac.com/projects/games/Fakman
  - Repository: https://github.com/jchu634/Fakman

Interests

I have a strong interest in enterprise computing and servers.
Over the last few years, I have been experimenting with networking and virtualisation while managing a homelab.