




Joshua Chung

Student Software Developer

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Education

University of Auckland

B.Sci. Computer Science Major (Graduated Sep 2024) (<https://keshuac.com/extlink/ucert>)

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>

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>

Volunteer Experience

- Volunteered as an AV technician at Lincoln Road Bible Chapel since 2017.

Languages and Technologies

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

Technologies: Git, NextJS, AstroJS, Whisper, FastAPI, Flutter, Unity