

# Eugene Chiong

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Highly passionate software engineer with 3+ years writing scalable and robust code for both large and small companies. An enthusiastic team player with a strong user focus and a love for new technologies and trying new ways to improve the product and internal team processes and tools.

## Education

Aug 2015  
to Dec 2016

### Carnegie Mellon University, Entertainment Technology Center (ETC)

Master of Entertainment Technology  
Specialization: Virtual and Augmented Reality, Game Design

Aug 2011  
to Dec 2014

### National University of Singapore (NUS)

Bachelor of Computing (Computer Science), Honours

## Work Experience

Mar 2017  
to Present

### Software Development Engineer, Android - Amazon Music

- Designed and built several new features for the Amazon Music app on Android & Kindle Fire devices.
- Built new tools to streamline team operations, resulting in a >95% drop in time for updating ops data.
- Upgraded internal libraries and package management workflows, resulting in improved content security, lowered application size by 30%, and upkeep cost of packages.

Jan 2016  
to Dec 2016

### VR and AR Developer - Viacom, Electronic Arts

- Created >10 rapid prototypes in various small teams to research and test novel VR and AR mechanics and built several experiences for Viacom and Electronic Arts to showcase in their headquarters.

May 2016  
to Aug 2016

### Software Development Engineer Intern - Amazon Music

- Created a UI component to replace the current one in the Amazon Music Android app to improve user navigation and playback experience, and was released to all Android and Kindle Fire customers.

Apr 2015  
to Aug 2015

### Full Stack Developer, Co-Technical Lead - Glints

- Led discussions on product roadmap and design, introduced several features to the website.
- Integrated Elastic Search to allow job applicants and companies to search for each other.
- Created a job ranking algorithm for users based on their search preferences and background.

Jan 2015  
to May 2015

### Game Engine Programmer, Deployment Engineer - Gametize

- Re-designed and built a more scalable and dynamic game engine that drives the core product, resulting in more than 100x more ways for clients to customize platform for their own use.
- Deployed product in several clients' systems for internal consumption.

## Projects

July 2016

### ChromeLens - Greylock Hackathon, 2nd Place

Built a set of Chrome developers tools for fellow developers to build websites suited for the visually impaired in a team of 4 in under 24 hours.

Sept 2015  
to May 2016

### Unity Game Development Scripts - Personal Project

Created a set of scripting tools for Unity game development, allowing developers to streamline their workflow, resulting in significantly lowered development time for more than 30 programmers.

## Skills

Programming  
Platforms  
Courses

Java, Python, Kotlin, C#, C++, Javascript, CUDA, OpenCV

Android, Linux, Amazon Web Services, Unity

Computer Graphics, Computer Vision, Software Engineering, Machine Learning