

Eugene Chiong

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Highly passionate software engineer with 6+ years leading and building technical projects for both large and small companies. An enthusiastic team player with a strong focus on user experience and productivity, and a love for new technologies and trying new ways to improve both external and internal products and processes.

EXPERIENCE

Google

Jan 2019
to Present

Software Engineer

- Technical lead of an internal, cross-functional product that involves several teams across different organizations across Google, setting its technical direction for other engineers, working with technical leads of other teams to design the high level product architecture spanning across the company and its architectural roadmap, and working with external partners to establish expectations and outcomes of this product.
- Technical lead of Scene Viewer, an interactive 3D model viewer on Android with >500k DAU, setting technical direction and guidance for other teams and engineers building features on it, working with other teams and partners to increase the utility of mobile-powered AR experiences for users.
- Redesigned and rebuilt Scene Viewer's overall architecture to be extremely modular, lightweight, and integrates various Google internal frameworks, leading to vastly improved performance, code quality, integrity, crash metrics, and modularity.
- Key contributor in creating a 3D cross platform engine that's currently powering multiple AR experiences across Google on multiple platforms, such as Live View on Google Maps and Scene Viewer on Google Search.
- Mentoring other engineers on best practices on Java and Android

Amazon Music

Mar 2017
to Jan 2019

Software Development Engineer, Android

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

May 2016
to Aug 2016

Software Development Engineer Intern

- 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.

Viacom / Electronic Arts

Jan 2016
to Dec 2016

VR and AR developer

- Built several prototypes in small dynamic teams to research novel VR and AR game mechanics and ultimately created a proof of concept experience to showcase at Viacom's headquarters.

Glints

Apr 2015
to Sept 2015

Co-Technical Lead

- Worked with co-founders to design and build the primary Glints product, integrating various open source technologies to quickly create its main features, such as Elastic Search as its core search engine.

EDUCATION

Aug 2015
to Dec 2016

Carnegie Mellon University

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

Aug 2011
to Dec 2014

National University of Singapore

Bachelor of Computing (Computer Science), Honours - School of Computing

SKILLS

Languages Java, C++, C#, Python, Kotlin, Javascript, Typescript, Shell

Background Android, Bazel, Linux, Computer Graphics, Computer Vision, Machine Learning