

Howard Chung

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<https://github.com/howardchung>

Experience

- The OpenDota Project - Co-Founder - 2014-
 - Open source project providing detailed data from Dota 2 replay files
 - React UI combined with a Node.js backend deployed on Google Cloud and Netlify
 - Over 120 contributors, 800,000 registered users, 150 million API requests per month
 - <https://www.opendota.com>
- Valve - Software Engineer - 2018-2019
 - React/React Native/PHP/C++ development on projects including Steam Chat, Steam Events, and SteamTV
 - Added cross-platform (iOS/Android) support to SteamTV video player, and image preview to timeline seeking
 - Developed chat features (animated stickers/effects/flairs) for Steam sales and other events
 - Built partner-facing event editor for Steam partners to create custom sale pages and upload event assets
- Microsoft - Software Engineer II - 2015-2018
 - C#/React development on Bing, Azure SQL DB
 - Developed esports answers on Bing for multiple titles, including League of Legends, Dota 2, and Overwatch
 - Designed and implemented a multithreaded C# data ingestion service covering more than 10 esports titles
 - Pioneered development of React/TypeScript applications on Bing, including a new homepage for tablet devices with personalized feed
 - Added PowerShell commandlets to Azure SDK for Backup/Restore functionality
- Microsoft - Software Engineer Intern - 2014-2014
 - Azure SQL DB
 - Improved build times for test configuration tool by 10x using incremental build
 - Implemented automated certificate rotation for database test runners

Skills

- JavaScript
- TypeScript
- Node.js
- React
- C#
- Python
- PHP/Hack
- Java
- Go
- SQL (PostgreSQL, MSSQL)
- NoSQL (Cassandra, Redis)
- Cloud (Google, Azure, AWS, Hetzner)
- Docker
- Git