**­­­­Allen Cho**

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**EDUCATION**

**University of Washington Expected Graduation Mar 2019**

Bachelor of Science in Informatics

* Coursework: Server-Side Web Dev, Client-Side Web Programming, Data Structure and Algorithm, Advance Database Management Design Maintenance, Software Architecture, Programming Concepts and Tools, Computer Systems

**SUMMARY OF QUALIFICATIONS**

**Technical Languages:** Java, Azure, Go, Docker, AWS, C#, PHP, HTML, CSS, JavaScript, SQL, React, Android Studio, C

**Verbal & Written Languages:** Fluent in English and Korean

**EXPERIENCE**

**Software Engineering Intern**

*Astronics AES* **June 2018 – Sep 2018**

* Rebuilt and designed a section of the company website which collected product testing data.
* Reduced number of clicks for the user to retrieve key data by implementing search autocomplete functionality, writing multiple Stored Procedures and AJAX calls. (SQL, AJAX)
* Used REST APIs to expose user queries to Python. Analyzed data from the SQL Server Database and used Bokeh library to produce graphs and visualizations such as Statistical Process Control, Normal Distribution, etc. (Python, SQL)
* Built a Web API with Flask and embedded the graphs back in the ASP.Net web page. (Flask)

**Search-Infrastructure Project**

*Server-side Web Development, University of Washington* **Jan 2018 – Mar 2018**

* Built a search-infrastructure which evaluates user input to return relevant content such as statistics of NBA. (PHP, AWS)
* Utilized EC2 and RDS to provide a scalable and cost-efficient relational database structure to manage common database administration tasks. (AWS)
* Developed a query search which provides users relevant suggestions on every keystroke based on user input. (AJAX)
* Utilized both Web-Role and Worker-Roles simultaneously to develop a web-crawler by saving all indexed information about a web-page in the cloud. (Azure)

**Web Charades Project**

*Server-side Web Development, University of Washington* **Sep 2018 - Dec 2018**

* Created a website that allows users to play charades over the internet with real time video chat.
* Utilized a microservice to send game status updates to a containerized RabbitMQ message queue, which are then sent to the user through a WebSocket connection. (RabbitMQ)
* Containerized the charade microservice with Golang server to serve random words stored on disk, and track leaderboards in a MySQL database. (Golang, MySQL)
* Built a peer to peer communication feature into the game by using WebRTC. (WebRTC)

**Rent.To Project**

*Capstone, University of Washington* **Jan 2018 - June 2018**

* Ideated, designed, and developed an android mobile application that allows users to rent items to and from people in their neighborhood by requesting for rent and using real-time messaging feature. (Android Studio, Java)
* Developed the database with features such as authentication, messaging, and a real-time connection to provide live updates on the application any time something changes. (Firebase)

**LEADERSHIP & ACTIVITIES**

**President, KSU-Basketball League Sep 2014 - Present**

* Coordinated membership of 70 students across-campus by managing activity facilities, availability, and scheduling.
* Planned events for members by developing an extensive communication, fostering community and increasing membership by 30%.