Alex Cho

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Portfolio: https://aalexcho.github.io/youngjiecho/

TECHNICAL SKILLS

TECH: Java, Python, JavaScript: React, Unity: C#, C, Git/Github, Ember.js, SQL, SCSS, Django, ReactNative, TensorFlow, AWS	*UI/UX:* Figma, Balsamiq, Adobe Photoshop, Adobe XD	*TOOL:* LaTeX, HTC Vive, Oculus Rift, Leap Motion, Adobe Premiere Pro, Notion, Asana, Jira, Slack

EXPERIENCE

Oracle
San Francisco, CA

Application Developer, July 2021—Present
- Migrated complex data from MongoDB to OracleDB using typeORM and Node.js
- Calculated tests scenarios and designed unit/integration tests for migration scripts and automated scripts for data sourcing
- Won the new grad internal team ideathon 2021 with the internal application proposition

AlgoCare
Seoul, South Korea

Software Engineer, May 2020—January 2021 https://algocarelab.com/
- Created and deployed the company website in production while working 40 hours a week
- Implemented the responsive front end of Medical Quiz Web Application in React, React-Redux, GraphQL while consulting with UI designer and Back-End developer twice a week
- Generated quiz result into a medical report and dispatched as a link within HTML email form to around 20 participants a week
- Currently implementing a mobile application that connects to the digital healthcare device

HackMIT
Boston, MA

Participant(team) / Winner:Finalist, September 2019 https://devpost.com/software/notes-for-notes
- Selected as top ten finalists and gave the presentation in MIT's Kresge Auditorium in front of the hackathon participants
- Designed a web application within 2 days that generates a list of Spotify(API) music playlists through Google Cloud OCR API(Image to Text Recognition), IBM-Watson NLU API(text to emotion analysis), Javascript, and Vue.js

WarnerMedia
Atlanta, GA

CNN.com Software Engineering Intern, May—August 2019
- Created and deployed React data scatter plot chart generator using article publication time data while working 40 hours a week under the data intelligence department
- Debugged and added new features such as rich text editors and drop-down menus to the data documenting application while researching and documenting humanized and detailed description for the internal data

YaleHack
New Haven, CT

Participant(team) / Award Winner, November—December 2018
- Won the Best Viatech Hack (Viacom), the best hack for technology utilizing VR within the multimedia space: *COLOR PIANO: Piano For All & Synesthesia VR Experience* http://www.hackerearth.com/challenges/hackathon/yhack-2018/dashboard/7db5074/
- Created a 3D VR application which provides the piano generating visual outputs that can be enjoyed by everyone regardless of one's hearing ability
- Modeled 3D piano through Unity, utilized the hand motion input from Leap Motion sensor and connected with Oculus Rift to convey the immersive VR environment within 3 days

EDUCATION

Brown University
Providence, RI

Bachelor of Science / Computer Science, 2017—2021
- GPA: 4.0/4.0 with Magna Cum Laude
- Interests: Women in Computer Science (WiCS), Ivy Film Festival Web Team, Brown/Risd Game Developers

Teaching Assistant (Introduction to Object-Oriented Programming in Java), January 2021—May 2021
- Delivered weekly sessions for 20+ students and held 4 hours of weekly office hours
- Graded homework, projects, and final project for the course with 300+ students
- Updated course materials and participated in comedy skits to increase student engagement

PERSONAL PROJECTS / LANGUAGES

The Moon, *Creator* https://github.com/AAlexCho/theMoon   London, UK | January—April 2020
- Created a 2-D platform game with multiple levels of stories and various endings while designing the game assets
- Hosted the game after building it withWebGL https://connect.unity.com/mg/other/themoon-0

Korean & **English** (Bilingual proficiency) | **Japanese** (Full professional proficiency): AP Japanese: 5, JLPT N2