Christopher Ahn

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EDUCATION

University of California, Riverside *Jun 2014*

- Bachelor of Science, Electrical Engineering

EXPERIENCE

Software Engineer, GBG Loqate, San Mateo, CA *Jun 2015 - Present*

- Work with prospects, partners, and customers to resolve user issues and attain customer satisfaction.
- Investigate, replicate, test, and solve incoming customer cases.
- Designed and implemented country specific rules to aid in the categorization of query components.
- Communicate effectively with prospects, partners, customers, and team members on product issues and solutions.
- Debugged engine code to locate root problems and implement API fixes to resolve found issues.

PERSONAL PROJECTS

Movie Mobile App (Android) *Oct 2015 – Present*

- Developed a mobile app that sources data from an online database through a REST call.
- Designed the app to implement a Fragment design philosophy for more dynamic and flexible UI designs.
- Used the Schematic Content Provider Library to store user data onto a SQLite backed database.
- Implemented a Master-Detail flow with Fragment callbacks to support Tablet devices.

Forecast Mobile App (Android) *Mar 2015 –May 2015*

- Designed and implemented a mobile app that connects to a RESTful API.
- Implemented custom list adapters to populate list views with the daily and hourly forecast.
- Connection error was implemented to fail gracefully by notifying the user with a simple message.
- Made use of the Google Play services location APIs to reverse geocode the current location.

ACADEMIC PROJECTS

VLC Lock Senior Design Project *Sep 2013 – Jun 2014*

- Designed and implemented an IR LED to send an encrypted signal to the IR receiver in order to perform decryption and carry out tasks based on the signal received.
- Used the TEA encryption style as a base model to create the encryption that was used for the data being transmitted through the IR LED.
- 12V stepper motor was implemented to perform lock and unlock actions. A 1.8” TFT display was implemented to keep record of the time when the lock and unlock actions occurred.

Embedded Systems Project (Mastermind) *Jun 2013*

- Designed and implemented a game that uses the ATmega32 microcontroller to control buttons, switches, LED’s, keypad, shift register, 7-seg LED, and a LCD screen in real time.
- Real time execution was performed with a task scheduler implemented in C language.

TECHNICAL SKILLS

Tools: Android Studio, GenyMotion, Git, SVN, Visual Studio

Language: C/C++, CSS, HTML5, Java, Python