Justina Sok

10801 Kelley Drive Fairfax, VA 22030
nsok0628@gmail.com
(571) 320 2749

Education

Class of December 2019

George Mason University   Dean's List Recipient

B.S. Computer Science, Art and Visual Technology Minor

Relevant Coursework

- Web App Development
- Analysis of Algorithms
- Concurrent and Distributed Systems
- Computer Systems Architecture
- Computer Systems and Programs
- Security Engineering
- Operating Systems
- Data Structures
- Mobile App Development
- Software Engineering
- Databases
- Object-Oriented Programming
- Probability and Statistics
- Formal Methods and Models
- Computer Graphics

Programming Skills

Languages: JavaScript, Python, Java, C, C#, C++
Web Development: HTML, CSS, React, Redux, Bootstrap, Node.js, Sass, EJS
Software Tools: Git, Android Studio, Unity, SQL, NOSQL

Projects

Keeper Social Media

I built a social media web application that allows users to post their secrets anonymously. The backend is a RESTful API developed in JavaScript using Node.js and Express and the front end was made with React. In the backend, to secure the user's sensitive data bcrypt was used to store hashed password in the database and JWT was used to protect endpoints. For the front end I utilized React to create the structure of the web application and Hooks and Redux for state management.

Game Progress Mobile App

As a boardgame enthusiast, I always try to think of ways to improve gameplay experiences. I programmed an app with Android Studio to integrate with a boardgame I created. Using constraint layouts, fragments, grid views, and list views, I created a simple and elegant user interface with modular parts. And by using JSON files and SQLite Database, I stored all the information so it can be easily retrieved.

Tree Quest

A personal goal of mine was to learn game development on Unity, so through an online course I was empowered to create this project. Tree Quest is a top down 2D shooter, but instead of spaceships and lasers, the player is a tree that shoots leaves. By utilizing unity and C# scripts, I was able to create different levels where waves of thundering clouds and spiteful fireballs would throw projectiles at a tree, and the tree would need to fight back by maneuvering around projectiles and shooting leaves.

Implementing Distributed Key Value Store

Using Java, I created a distributed key value store system with multiple client nodes with an underlying structure of hash maps. When reading from the client node, it checks for the key in their cache and if the key is not there, then it asks for the key from the leader. When a client wishes to write to the system, the keys in all other client node's cache are invalidated, then the value is updated on the leader.

Professional Experience

Plant Partners - Plant Merchandiser
June 2018 - August 2019

I worked in a small team as a plant merchandiser at different Walmart locations. Because our team was lacking a team leader, I was put into a temporary leadership role. In the busy season, there would be up to 50 carts packed with plants twice a week. My job was to plan the store's patio layout: by taking each plant's type, appearance, and price into consideration, then lead my small team to execute the plan. This experience taught me how to be detail-oriented while working efficiently even under heavy stress.

Café L'ami - Front of House/Barista
January - June 2017, April 2019- March 2020

I worked part time at a café, preparing food and drinks and facilitating purchases, but outside of my responsibilities, I also worked closely with the manager to make work more organized and efficient. While working within the team, I gained experience in effective communication, conflict resolution, and to adapting to factors outside of my control.

Certification

Udemy – 2020 Web Development Bootcamp