

Rosa Jeon

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Education

University of Waterloo

Bachelor of Computer Science

Waterloo, ON

Sep 2022 – Present

- **Relevant Coursework:** Object-Oriented Software Development, Designing Functional Programs

Experience

Full-stack Developer

EarthLabs Inc.

Toronto, ON

May 2023 – Aug 2023

- Re-implemented an **online trading platform** for stock traders using **React** and **MaterialUI**
- Facilitated stock trading transactions and **real-time communication** features for enhanced trader collaboration
- Utilized **OpenAI API** to design and deploy an **automated content summarization system** for mining news RSS feeds, integrating custom algorithms and **Zapier** workflows to ensure efficient and accurate content processing
- Collaborated with **UI designers** to create a user-friendly interface with **React** in **TypeScript** and **MaterialUI**

Teaching Assistant

Rainbow Art Gallery

Oakville, ON

Jul 2021 – Aug 2021

- Strengthened students' **grasp of media**, including watercolor, acrylics, graphite, animation, and digital art
- Assisted students in constructing outstanding **portfolios** for top art schools in North America
- Developed skills in **designing** more appealing and powerful **UIs**

Projects

Artare iOS Social Media App 🔗

Swift, SwiftUI, JavaScript, MongoDB, Express

- Implemented an **MVVM** social media app for artists to share their thoughts and creations on each other's works
- Developed a **REST API** 🔗 with **Bcrypt.js** to securely manage and perform **HTTP requests** with authorization
- Processed images using **Sharp** and **Multer**, optimizing and delivering **high-quality images**, up to 100 MB in size
- Incorporated smooth **animations** on gestures and **light and dark modes** for a more engaging user interaction

CuriousPolls iOS App 🔗

Swift, SwiftUI, Firebase

- Created a **real-time polls app** for **iOS**, allowing users to stay updated on the status of votes through widgets
- Implemented iOS 17's **Live Activities** with **WidgetKit** and **ActivityKit** for real-time updates on the home screen
- Utilized **Firebase** for data storage while simplifying management in the app, reducing loading times by **30%**
- Delivered an interactive UI with **DynamicIsland**, with different presentations adapting to multiple island sizes and supporting both **light and dark modes** based on user's device settings for enhanced user engagement

Interactive 3D Web Game 🔗

Three.js, Cannon.js, JavaScript, HTML/CSS

- Created a web game inspired from the viral TV show Squid Game
- Used **Three.js** to form the scene, and **Cannon.js** as the 3D physics engine to animate the character and the events
- Worked with **Blender** to model the 3D main character, and created **animations** using the Action Editor tool
- Delivered **smooth gameplay** to users by using multiple types of cameras and position methods in Three.js

Digital Portfolio 🔗

Creative works

- Collection of personal **art works** over the last three years with self-designed template from scratch
- Shows **technical art skills**, including **digital art**, **3D modelling**, still-life using graphite, and painting

Skills

Languages Swift, SwiftUI, TypeScript, JavaScript, Python, Java, C, C++, HTML, CSS

Tools React, Node, Express, Next.js, Three.js, Cannon.js, MongoDB, Firebase, OpenAPI, MaterialUI