

Donghyun Daniel Ko

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SKILLS

Languages: C++, C, Java, JavaScript, TypeScript, HTML, CSS, SCSS, C#, Dart, UML

Technologies: Git, MongoDB, Node.js, MySQL, Bash, Unity, Blender, Selenium, Vim, Android

Frameworks: Angular, Express.js, Flutter

EXPERIENCE

Quality Assurance Test Engineer

Vancouver, B.C.

Enightful

Sept. 2020 - Dec. 2020

- Designed high-level test plans for complex web applications
- Performed Regression, Exploratory, Black Box, and Validation Testing on front-end products and examined RESTful interfaces, utilizing Postman
- Automated scripts using Selenium WebDriver, Java, and the TestNG framework
- Formulated test suites and test cases with Data Driven Testing, leveraging Apache POI
- Documented test results, triaged bugs, and conceived detailed bug reports
- Undertook Agile Scrum Development on Jira and Asana

Student Body President

Vancouver, B.C.

Handsworth Secondary School

Jun. 2018 - Jun. 2019

- Elected as President to lead and represent 1500+ students and be directly in charge of 50+ Student Council members
- Conducted at least 2 meetings per week and presented public speeches for assemblies, events, and interviews
- Spearheaded 30+ events/fundraisers for the Lions Gate Hospital, Harvest Project, and North Shore Youth Safe House

PROJECTS

Kanban Board

Nov. 2020 - Dec. 2020

- A Kanban Board web application, fabricated with MongoDB, Angular, Express.js, and Node.js
- Implemented an HTTP RESTful structure and JSON Web Tokens for user authentication
- Developed Create, Read, Update, and Delete operations as features for the tasks and columns of the Kanban Board

Sonic Recreation

Mar. 2020 - Jun. 2020

- Recreated the 1991 Sonic the Hedgehog as a 2D Java game with additional server and Android applications
- Utilized Tomcat Apache to generate the Java Servlet for an HTTP web server environment
- Applied MySQL to manage player data for in-game payments and the multiplayer element
- Modeled UML Sequence Diagrams and Use Cases for the server side and Class Diagrams for the client side

Quba

Sept. 2019 - Dec. 2019

- An autonomous, Checkers-playing robotic arm, able to play a match against a human player
- Incorporated game theory logic and algorithms to instruct and optimize the AI with C++
- 3D printed the robotic components and employed an Arduino Due to control the hardware

ACHIEVEMENTS

- **Huawei Ascend Innovation Award:** Best use of Huawei Atlas 200 DK at MakeUofT 2020 Feb. 2020
- **Seanna & Nicole Strongman Award:** Top all-rounded graduate of Handsworth Secondary School Jun. 2019

EDUCATION

University of Waterloo

Waterloo, ON

Bachelor of Software Engineering

Expected Graduation 2025