David Jeseung Ha

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Education

Vanderbilt University, Nashville TN   August, 2019 - May, 2023
Bachelor's of Science — Computer Science, Mathematics   GPA: 3.44/4

Relevant Courses: Intermediate Software Design, Operating Systems, Programming Languages, Algorithms, Web Based Systems Architecture, Principles of Software Engineering, Artifical Intelligence

Skills

Languages	C++, Java, JavaScript, TypeScript, Python, HTML/CSS, C
Libraries/Frameworks	React, Spring Boot, JUnit, Django, Node, Next.js, Bootstrap, Tailwind
Other	Postman, Git, Elastic Search, Kibana, Firebase, Docker, Jenkins, MongoDB

Experience

Software Development Engineer Intern — APD Mitchell Cloud Repair   2022
Enlyte — San Diego, CA

- Increased code coverage in a microservice API that retrieves jobs on the website by 15%.
- Created a Spring Boot microservice using Maven that cleans up internal jobs in the Mitchell Connect website through an EMS Scanner workflow in QA and Dev environments, achieving 100% code coverage.
- Created a postman collection that cleans up any job in Connect website and was able to demo to QA team so that they can use it for future testing.
- Gain exposure to the ELK stack to visualize data of the microservice when load testing using JMeter.
- Collaborated with team members in an Agile style with daily scrum meetings, sprints and PSI's.

Intermediate Software Design TA — Team Lead Grader   2021 — 2022
Vanderbilt University — Nashville, TN

- Co-led the HW team and was responsible for having the assignments graded on time.
- Held weekly office hours explaining concepts ranging from C++ topics to software design patterns.
- Assisted around 20 students weekly debugging their programs.

Projects

TradEd - E-commerce Mobile App   2021

- Led a development team for a startup aiming to facilitate commerce between college students.
- Consulted with executive members about the style, budget, and overall goals for the MVP.
- Implemented 10+ front-end screens and was able to demo the functionality to exec members.
- Technologies Used: React Native, Firebase.

Lingle - Web Application Based on Wordle   2022

- Recreated the game Wordle, allowing users to change the length of the word to be guessed.
- Implemented new logic for coloring the tiles after each guess and added Light/Dark mode in JavaScript.
- Technology Used: React.js, Github Pages.

PickUp   2022

- Created a SPA where Vanderbilt users can view and post pickup sports games in the Vanderbilt area.
- Used agile methodolgies like Extreme Programming, Scrums, and Kanban board to allow transparency with our progress and increase our productivity within members of the group.
- Technologies Used: Next.js, React.js, Tailwind, TRPC, Prisma, Planetscale, Vercel

Activities

Vanderbilt Men's Volleyball Club