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Citrus Heights, CA, 95610

EVAN SOOHOO

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EDUCATION

Davis, California	University of California, Davis	Graduated in June 2016
<ul style="list-style-type: none">• B.S. in Computer Science, minor in English. Cumulative UC GPA: 3.43/4.00• Coursework: Software Engineering, Senior Design, Programming Languages, Operating Systems, Computer Architecture, Bioinformatics, Technical Writing		

EXPERIENCE

Software Engineer	Northrop Grumman, McClellan	June 2016 – Present
<ul style="list-style-type: none">• Currently working as an embedded systems engineer		
Technical Writer Intern	Splunk, San Francisco	June 2015 – September 2015
<ul style="list-style-type: none">• Responded to internal documentation requests using XML, GIT, JIRA, and an internal documentation platform called Ponydocs• Tested software procedures and contacted developers to produce new documentation• Edited reference documentation for clarity		

ADDITIONAL EXPERIENCE

Projects

- **Senior Design Project, Produce Facts** (Jan-Jun, 2016). Developer in a four-person team that created an iOS application for the UC Davis Postharvest Department. This department's website is visited 1,000,000 times per year and contains approximately 500 web pages. We converted their most popular pages to a mobile application. Swift, Git, AWS, HTML
- **Twitter Disease Tracker, Splunk4Good** (Summer, 2015). Developer in a team of four Splunk interns that created a health analysis application. Splunk4Good is a program dedicated to positive social impact; this was our submission to their intern app contest. We used open Twitter data and Splunk software to make a big data application that searched for disease-related terms in real time and created map/graph visualizations. The application is now on the Splunk website. XML, HTML, Splunk
- **FortNitta** (January-March, 2015). Developer on a 15-member team which designed and developed a rendition of the classic Atari game "Rampart" on the OSX platform. Responsibilities included implementing a fully functional Single Player mode, Multi Player mode, and meeting all weekly deadlines. The team worked and collaborated with teams throughout the development of the game such as the Tools Team, AI Team, and Network Team. I worked primarily on producing documentation and integrating our code with the AI Team scripts. Objective-C, C++, Lua, Git
- **EdTech Commons** (Winter, 2015). Worked with the Center for Excellence in Teaching and Learning at UC Davis to implement a website that "facilitates online and hybrid education at UC Davis." The team did extensive research on hybrid and online education, gathered survey results from over 600 UC Davis students, and prepared deliverables such as a research paper and web application for client

HONORS

- Regents Scholar: Most prestigious scholarship on the UC Davis campus
- Integrated Studies Honors Student: Invitational, residential program at UC Davis.
- Deans' Honor List: Fall 2012, Spring 2014, Winter 2015, Fall 2015

Languages and Technologies

- Proficient: C, C++, Java
- Other Languages: Perl, Processing, Python, HTML, XML, Objective-C, x86 Assembly
- Technologies: Linux, Git, vi, JIRA, GNU Debugger