Wonjohn Choi wonjohn.choi@gmail.com ∎ https://github.com/wonjohnchoi

1710-601, 142 Gang Seon-Ro, Ilsanseo-gu, Goyang-si, Gyeonggi-do, South Korea, 411-737

EDUCATION

Double Major in Computer Science and Statistics   *Expected May 2016*
University of California, Berkeley
Technical GPA: 3.834/4.000, Overall GPA: 3.794/4.000

EXPERIENCE

Software Engineer - *Ministry of National Defense, Republic of Korea*   *January 2014 to Present*
- Lead developer of the client team (5 members)
    - Receive bug fix and feature requests and register them on issue tracker (GitLab)
    - Assign the issues to the team members by organizing meetings and work with them to fully resolve the issues
    - Code review merge requests and merge the branch to the main branch
    - Communicate with the server team to define API between client and server
- Developed installer for the client team
    - Instead of using an installer toolkit (ex. InstallShield), developed a full-fledged installer in C# from scratch for better customization and efficient workflow

Software Engineer Intern - *Yelp, San Francisco*   *May 2013 to August 2013*
- Increased MAP (mean average precision) and CTR (click through rate) of Yelp search by one percent by improving search score algorithm and presented the result with graphs
- Refactored and combined Yelp's three major search functionalities (mobile, app, www) with comprehensive Mock unit testing to reduce redundancy and improve readability

CS61A Class Reader - *University of California, Berkeley*   *September 2012 to December 2012*
Software Engineer Intern - *Google, Mountain View*   *May 2012 to August 2012*
- Developed a MapReduce pipeline that matches billions of user-uploaded music files based on audio fingerprint
- The pipeline ran on production in addition to the existing pipeline (based on metadata) to remove redundant music files with higher match rate

AWARDS/HONORS

ACM-ICPC Pacific Northwest Regional Contest - *4th place*   *Fall 2012*
Annual Berkeley Programming Contest - 3rd place   *Fall 2012*
Barracuda Networks Programming Contest - *1st place, $3141.59*   *Fall 2011*
- Developed a Java server that implements Apache XML-RPC protocol and plays a modified version of the card game Rack-O

PROJECTS

League of Legends For Chrome - *AngelHack Hackathon*   *July 2012*
- Developed a League of Legends simulator using HTML5 and JavaScript in a team of three. Used three.js to load STL files of game characters. Created map and implemented champion and bullet movements

Tank Battle (thunderstorm) - *CSUA Hackathon*   *February 2012*
- Developed a multi-player tank game with node.js in a team of three

Web Platform for Fashion Advisers   *Winter 2011*
- Developed a website where fashion designers or interested individuals can upload and sell their fashion design with Django in a team of two

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Pentris   *Fall 2010*
- Developed a variation of Tetris and a competitive AI in Java

SKILLS

Languages, Frameworks and Tools: Java, Python, C/C++, R, JavaScript, ActionScript, Lisp, HTML, Hadoop MapReduce, node.js, Django, Apache XML-RPC, MySQL, PostgreSQL, WX, Subversion, Git, Apple OS X, Linux, Solaris, BSD, Windows, Emacs, Eclipse, Visual Studio

RELEVANT COURSEWORK

CS186 (Database), CS164(PL and Compiler), CS188(AI), CS170(Algorithms), CS61C (Machine Structures), CS61B (Data Structures), CS61A (Programming Paradigms)