JUN RYUL CHOI

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`https://genericign.github.io/portfolio/`

EDUCATION

University of Michigan, Ann Arbor, College of Literature, Science, and Arts *September 2022*
B.S. in Computer Science Cumulative GPA: 3.145

SKILLS

Programming Languages: C++, C#, Java, Javascript, Python, HTML, CSS, SQL
Software & Tools: Vue, React, Flask, Unity, Jira

SKILLS FROM RELEVANT COURSEWORK

Computer Game Design *Winter 2022*
- Utilized Unity Engine to create three functional video games.
- Used Jira and SCRUM to manage development sprints and keep track of tasks during team-based projects.

Web Systems *Winter 2022*
- Created full-stack Instagram clone utilizing tools such as Flask, SQLite, React.
- Simulated distributed systems via Python threading and socket libraries to create a Map-Reduce pipeline.
- Wrote map and reduce programs and used Hadoop-derived framework to simulate a search engine from a list of input files and a user query.

Introduction to Computer Security *Fall 2021*
- Created programs that simulated various malicious cyber-attacks in order to better understand security from the attacker's point of view.
- Gained familiarity with several tools used in program cracking, such as Ghidra and GDB
- Utilized several forensic techniques for a mock dead analysis of a wiped hard drive.

User Interface Development *Fall 2021*
- Learned basics of HTML and CSS, along with UI techniques to build websites/applications according to project specification.
- Applied UI and UX design principles to create a web-application tailored to a specific demographic and use-case in a team of 3.

Data Structures & Algorithms *Spring Half Semester 2021*
- Coded four C++ programs from scratch using various data structures and algorithm heuristics that satisfied space and time requirements of project specification.

PROJECTS

ProjectION *February 2022 - April 2022*
Developer
- Developed a stealth-puzzle game for University of Michigan's Computer Science Major Game Development Capstone Course.
- Collaborated with three other developers over two months and five sprints.
- Iterated five times between sprints based on received user feedback to optimize user experience and gameplay mechanics.
- Placed 6th out of 22 participants during UM + EMU Game Design Showcase.

EXTRACURRICULAR

Steel City Codes, Pittsburgh PA *June 2019 - August 2019*
Curriculum Designer & Teacher
-Volunteered at week-long camps at Steel City Codes, a nonprofit educational organization aimed at teaching elementary and middle school students programming.
-Developed the curriculum for the Beginner Java course alongside instructional presentations.
-Taught students grades 4-8 in the Beginner Java course