

JUN RYUL CHOI

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<https://genericign.github.io/portfolio/>

EDUCATION

University of Michigan, Ann Arbor, College of Literature, Science, and Arts

B.S. in Computer Science

September 2022

Cumulative GPA: 3.145

SKILLS

Programming Languages: C++, C#, JavaScript, Python, HTML, CSS, SQL
Software & Tools: 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