Kurt Choi

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https://kurtchoi.dev

EXPERIENCE

Software Development Engineer   Oct 2021 – Present
Amazon.com   Toronto, ON

- Implements Amazon Kids+ subscription products and the management of subscription life-cycle
- Creates and manages APIs that serve both Amazon internal clients and Amazon external parent customers
- Sets up and improves infrastructure to offer Amazon Kids+ customers appropriate plans based on eligibility, and to offer customers promotions based on marketing strategy

EDUCATION

University of Waterloo   Waterloo, Ontario
BCS in Computer Science   June, 2021

- **Programming Courseworks**: Algorithms, Data Structures and Data Management, Object-oriented Programming, User Interfaces, Intro to Artificial Intelligence, Operating Systems, Computer Organization and Design, Foundations of Sequential Programs, Computer Networks, Logic and Computation, Intro to Database Management

PROJECTS

ARAM.GG | React, Django, PostgreSQL, SCSS, REST API   Feb 2021 - Present

- Developed a full-stack web application that analyzes and visualizes users' gameplay performance
- Utilized Riot Games Developer API to fetch and store user game data - used PostgreSQL and Django framework
- Internal API endpoints are created and utilized to analyze generate various metrics on users' average performance
- React library is used to present visualization of these analyses
- The project is available **github.com/Hintful/aram.gg**

Conway's Game of Life Ultra | React, TypeScript   Feb 2021

- Developed a React-based simulation for Conway's Game of Life
- Implemented various features such as iteration speed control, grid wrap-around, and template loading functionality that enhances user experience
- Designed a unique scoring-system that evaluates the score by counting the number of new cells reproduced in a limited number of iterations
- Project is deployed online at **kurtchoi.dev/game-of-life**

The Royal Game of Ur AI | Python, Artificial Intelligence   Sept 2020 - Dec 2020

- A collaborative project with 2 other peers - developed an Artificial Intelligence agent that can play the oldest known board game in history, The Royal Game of Ur
- Utilized a standard genetic algorithm approach with cross-over and mutation function to improve quality of AI over multiple generations
- Final AI agent achieved over 95% win-rate against a baseline testing agent using random heuristics
- The project is open-source, and is available at **github.com/Hintful/game-of-ur-genetic-algorithm**

TECHNICAL SKILLS

Languages: Python, JavaScript (ES6), C++, C, TypeScript, Java, HTML5, CSS3
Technologies: React, Redux, Node.js, Spring, Express, PostgreSQL, MongoDB, Django, REST API, Git