

# John Wonjin Choi

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## EDUCATION

*University of California, Irvine – B.S. Computer Science (Intelligent Systems)*

Expected Graduation: *December 2019*

GPA: *3.510*

## SKILLS

<b>Computer Languages</b>	Python (3.5 yrs.), C++ (1 yr.), Java (1 yr.), Scala (1 yr.), Terraform (1 yr.), C (<1 yr.), Assembly (<1 yr.)
<b>AWS Technologies</b>	Elastic Beanstalk, EC2, S3, DynamoDB, Route53, SageMaker, SQS, SNS, API Gateway, CloudWatch, Lambda, Rekognition, EMR, Kinesis, Data Pipeline, CloudTrail, IAM
<b>Misc. Software</b>	Windows, MacOS, iOS, Android, Git, Git-Flow, GitHub Issue Tracking, Jenkins, NiFi, Swagger, JMeter

## EXPERIENCE

***Western Digital Software Engineer Intern*** June 2019 – Present

- Developed a proof of concept unsupervised machine learning model in Python to tier data on a hybrid ActiveScale system via anomaly detection
- Extensive use of Python in conjunction with bash scripts to pull and aggregate S3 protocol access logs from deployed ActiveScale systems
- Aided in the development of a supervised model for test time reduction of HDDs' manufacturing test cycles

***Cox Automotive Software Engineer Part-Time*** Oct. 2018 – June 2019

- Comprehensive automation of AWS Infrastructure using Terraform and Jenkins
- Design and implementation of real-time, big data applications for Kelley Blue Book's vehicle recommendation engines in Scala using Kinesis, Kafka, and Spark
- Built the automation infrastructure of AWS SageMaker machine learning model deployments via Docker and Jenkins

***Kelley Blue Book Software Engineer Intern*** June 2018 – Sep. 2018

- Further developed and maintained existing vehicle recommendation APIs for Kelley Blue Book, Autotrader, and Dealer.com
- Specialized in Scala, Terraform, Python, and AWS to pipeline and deploy products through Jenkins
- Documented team's API changes via Swagger

***UC Irvine School of Social Sciences IT Student Technician*** Apr. 2017 – Dec. 2018

- Provided technical support for UCI Social Science school faculty, staff, and graduate students
- Imaged computers using GhostCast and resolved technical issues (hardware and software) at the helpdesk

***AppJam+ Program Mentor*** Sep. 2017 – June 2018

- Educated and mentored youth in programs and initiatives that contribute to Science, Technology, Engineering & Math (STEM) fields under the oversight of Dreams for Schools
- Instructed middle/high school students to use MIT's AppInventor2 and Thunkable Java-based, mobile app development platforms

## PROJECTS

***LIDAR Proximity Sensor (Personal Arduino Project)*** Aug. 2019

- Implemented a 360° proximity sensor with an Arduino Uno and an RPLIDAR A1M8 sensor
- Detects any object within 12 meters and triggers a passive buzzer and an RGB LED when within a variable distance

***Teapot 3D Modeling (Python Computer Vision Course Project)*** May 2019

- Completed a 3D rendering of a teapot via point triangulation, mesh generation, and MeshLab modeling software
- Scripted triangulation, mesh generation, and mesh smoothing via Python

***Steve.AI (Python ML Course Project)*** May 2019

- Implemented a deep Q-learning neural net fighting agent within Minecraft via Python's Malmo interface
- Developed through PyTorch/Keras

***Predictive Model for Healthy Counties in the United States (Python ML/Data Mining Course Project)*** Mar. 2019

- Modeled a Random Forest Classifier on census data from the USDA to predict U.S. counties' healthiness

***Emotional Confidence Detector (2018 Cox Automotive Hackathon Python Project)*** Sep. 2018

- Utilized AWS Rekognition to analyze automotive test drivers' emotions to aid dealerships in sales negotiations
- Developed via a webcam and a local machine running two Python scripts communicating through a Bottle server

## MISC

<b>Hobbies</b>	Driving, Photography, Cinematography, Photo/Film Editing, Desktop Computer Construction, Investing
<b>Spoken Languages</b>	English, Korean