John Wonjin Choi

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EDUCATION

B.S. in Computer Science (Intelligent Systems) — Graduated: December 2019
University of California, Irvine — GPA: 3.506

SKILLS

Languages Python (4 yrs.), Terraform (2 yrs.), Bash (2 yrs.), Scala (1.5 yrs.), Java (1 yr.), C++ (1 yr.), HTML (0.5 yr.), CSS (0.5 yr.)
Software AWS, Git, Jenkins, Docker, Spark, Kafka, Swagger, PagerDuty
Courses Algorithms/Optimization, Data Structures, ML/Data Mining, Computer Vision/Graphics, Networking, Databases, System Design

EXPERIENCE

Software Engineer I – Cox Automotive June 2018 – Present

- Developing and maintaining backend recommendation engine APIs for the Consumer Analytics teams
- Created multiple AWS Lambda functions to output custom metrics to AWS CloudWatch to expedite the testing and monitoring of the release trains' AWS Kinesis streams in order to meet clients' SLAs
- Implemented Cloud Custodian to monitor, alert, and clean up new/existing AWS infrastructure that violated custom policies

Software Engineer Intern – Western Digital June 2019 – Sept. 2019

- Developed a proof of concept unsupervised machine learning model in Python to tier data on a hybrid ActiveScale system via anomaly detection; extensive Python/Bash scripting to pull and aggregate S3 access logs
- Aided in the development of a supervised model for test time reduction of HDDs' manufacturing test cycles
- Created a Python script to automate the debugging and physical replacement process of NVMe drives within ActiveScale systems

IT Student Technician – UC Irvine School of Social Sciences 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 at the helpdesk

AppJam+ Program Mentor – Dreams for Schools 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 school students to use MIT's AppInventor2 and Thunkable Java-based, mobile app development platform

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

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

Blackjack Counter – 2018 LAHacks Python Project Mar. 2018

- Built a live, streaming analysis of a Blackjack game using the OpenCV image/video analysis library in Python and PyQt4 GUI
- Implemented the concept of hi-low card counting in Blackjack using the image data captured from a phone livestream

Main Menu – 2018 HackUCI Python + React Project Feb. 2018

- Analysis of Yelp reviews to generate informative restaurant menus using machine learning and Python server
- Developed a backend Python server API using Bottle to communicate between the React app and the ML model server