John Wonjin Choi

john.wonjin.choi@gmail.com · (818) 808-3263 · linkedin.com/in/jahnchoi · github.com/jahnchoi · jahnchoi.com

EDUCATION

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

SKILLS

Computer Languages	Python (4 yrs.), C++ (1 yr.), Java (1 yr.), Scala (1 yr.), Terraform (1 yr.), C (<1 yr.), Assembly (<1 yr.)
AWS Technologies	Elastic Beanstalk, EC2, S3, DynamoDB, Route53, SageMaker, SQS, SNS, API Gateway, CloudWatch, Lambda, Rekognition, EMR, Kinesis, Data Pipeline, CloudTrail, IAM, Neptune
Misc.	Agile, MySQL, NoSQL, Git, Git-Flow, Jenkins, Docker, Spark, Kafka, NiFi, Swagger, PagerDuty, Windows, MacOS, Linux

EXPERIENCE

Cox Automotive Software Engineer I June 2018 – Present

- Developing and maintaining backend APIs for Cox Automotive brands under 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
- Specialized in Scala, Terraform, Python, and AWS to pipeline and deploy products through Jenkins

Western Digital Software Engineer Intern 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

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 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

Main Menu (2018 HackUCI Python + React Project) Feb. 2018

- Analysis of Yelp reviews to generate informative restaurant menus using machine learning and Python servers

MISC

Hobbies	Driving, Photography, Cinematography, Photo/Film Editing, Desktop Computer Building, Financial Investing
Spoken Languages	English, Korean