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

Computer Languages	Python (3.5 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
Misc. Software	Windows, MacOS, MySQL, Git, Git-Flow, Jenkins, Docker, NiFi, Swagger, PagerDuty

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 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

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

- Comprehensive automation of AWS Infrastructure using Terraform and Jenkins
- Developed multiple AWS Lambda functions to output custom metrics to AWS CloudWatch to expedite the testing and monitoring of the release trains' AWS Kinesis streams
- 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

- Design and implementation of real-time, big data applications for Kelley Blue Book's vehicle recommendation engines in Scala using Kinesis, Kafka, and Spark
- 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

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