Je Min Ryu

San Francisco Bay Area | www.linkedin.com/in/jeminryu

Education

University of California, Berkeley

Computer Science, B.A. | Expected Dec 2020

Coursework

Data Structures | Algorithms | Discrete Math and Probability Theory | Machine Structures | Operating Systems | Databases | Data Science | Internet Architecture and Protocols | Linear Algebra and Differential Equations | Artificial Intelligence

Experience

Veeva Systems (Pleasanton, CA) Summer 2020

Backend Software Engineer Intern

- Created a REST api using Java to increase developer efficiency when debugging synchronization issues by taking ownership and refactoring code that dealt with query selection
- Contributed code that helped manage the internal Salesforce database by detecting new objects and perform extra logic before insertion
- Independently managed multiple rounds of quality assurance in adhering to a company wide zero bug policy, owning the full engineering cycle from ideas to testing
- Wrote tests using the Spring Boot framework with an experimentation mindset to mock http requests and Salesforce database connections

Lumi Labs, Inc (Palo Alto, CA) Summer 2019

iOS Software Engineer Intern

- Worked on the frontend team to develop features in the company's first app, closely observing the A/B testing workflow
- Used Swift and Objective-C to create convenient flows for the user to access the app from external sources on the iPhone with new features such as a Today Extension and Spotlight Search
- Implemented autofill address search functionality using the Google Maps Api to find nearby locations for the convenience of the user
- Increased engineering velocity by pioneering the creation of the first UI and Integration tests for the app to be deployed before each build to prevent regression and reduce ad hoc testing during development
- Migrated networking logic out of the application code into an internal framework to make the code reusable and easily integrated into future planned apps. This cleaned up dependency trees and simplified the app by creating a layer of abstraction for networking

Projects

Pintos Operating System (C) Aug 2019 - Dec 2019

- Worked in a group of 4 to create an operating system over the course of a semester in a class
- Implemented File I/O management and thread priority switching
- Led the team in version control for the project (merging work, resetting and deleting branches, etc) on git

Cryptocurrency Tracker (Swift) Jan 2019

- Developed an iOS app that plays that displays the price and change over the last hour of cryptocurrencies in real time by pulling information from the Cryptonator REST API

Amazons AI (Java) November 2018

- Emulated a boardgame called Amazons (a mix of chess and checkers), keeping track of player moves and different board states
- Developed an AI to play the game by searching for the best move according to a min-max tree using heuristics to determine optimal board states

Skills

Languages:

Python, Java, Swift, SQL, C, Objective-C, Scala, HTML, CSS, JavaScript, Apex

Development Software

Git, Jira, Confluence, Intellij, XCode, Visual Studio Code, Salesforce, JUnit, Vim, Spring Boot, Asana