

# Minkyu Jun

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## EDUCATION

### University of Michigan — Ann Arbor

Bachelor of Science in Engineering, Computer Science

Ann Arbor, MI

Expected May 2026

- **GPA: 4.0/4.0**
- **Relevant Coursework:** Data Structures & Algorithms, Discrete Mathematics, Web Design, Development, and Accessibility, Database Management System, Web Systems, Data-Driven Web Applications

### University of Minnesota — Twin Cities

Bachelor of Science, Computer Science

Minneapolis, MN

Aug 2022 — Dec 2023

- **GPA: 4.0/4.0**

## SKILLS

- **Languages:** C++, Python, Java, JavaScript, HTML5, CSS, SQL
- **Framework and Libraries:** React, React Native, Flask, Django, MongoDB, SQLite, Firestore, AWS
- **Developer Tools:** Git, Github, Visual Studio Code, IntelliJ, Jira, Figma

## WORK EXPERIENCE

### University of Michigan Center for Healthcare Engineering & Patient Safety (CHEPS)

Software Engineering Intern

Ann Arbor, MI

Aug 2024 — Present

- Implement linear programming using **C++** to develop an automated scheduling tool that optimizes a hierarchy of metrics, reducing the time required to create a schedule for Michigan Medicine clinicians.
- Refactor the codebase from IBM's CPLEX to the team's custom OptiCore library, enhancing code efficiency.
- Improve optimization speed by revising framework's wrapper to apply simple rules iteratively instead of all at once.
- Adopt Agile methodology with **Jira**, leading biweekly sprints for efficient task tracking and team collaboration.

### Amerigo Education

Campus Assistant

St. Paul, MN

Oct 2022 — Jun 2023

- Provided academic support for international high school students by tutoring in programming (**Python, Java**), ACT/SAT Math, AMC10 (American Mathematic Competition), and AP Calculus AB/BC.
- Advised 25 students from 10 countries on course selection, progress toward graduation, and college decisions.

## PROJECT EXPERIENCE

### Void Tech (Student Club)

Park Swift

Ann Arbor, MI

Jan 2024 — Aug 2024

- Architected a **React Native** mobile application to streamline parking space rentals and bookings, enabling owners to list spaces and users to seamlessly find, reserve, and pay for parking.
- Enhanced data integrity and consistency with **Firestore**'s user authentication and real-time database features, facilitating efficient retrieval and management of user and post data from the server.
- Collaborated with the design team to review potential UI/UX concerns in the latest version and align the app's development after reviewing high-fidelity wireframe in **Figma**.

### Open Course

Jun 2024 — Aug 2024

- Built a server-side **Flask** application that allowed users to create profiles, post group study plans (including course name, meeting time, and location), and join existing groups using a **CRUD REST API**.
- Implemented post and filter options pages using the **React** framework and **Tailwind CSS** to enhance user experience by allowing users to view study group posts and search for groups based on specific criteria.

### Social Coding (Student Club)

Gophers Course Flowchart

Minneapolis, MN

Aug 2023 — Dec 2023

- Developed **customized pattern-recognition** algorithms to parse and establish "and/or" logic for prerequisite information directly from Coursedog Curriculum API's course descriptions.
- Applied **Depth-First Search (DFS)** algorithms and Mermaid.js to display graph that visually illustrates the flow of major's curriculum and prerequisite information for each class.