Seokha Kang

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Education

University of California, Riverside Apr. 2024 – Present
Master *of Science in Computer Science* *Riverside, CA*
- GPA: 3.6/4.0 (Present)
- Expected Graduation: Dec. 2025

University of California, Riverside Sep. 2021 – Apr. 2024
Bachelor *of Science in Computer Science* *Riverside, CA*
- GPA: 3.6/4.0

Technical Skills

Languages: Javascript/Typescript, C/C++, Python, Java, Dart
Databases: MongoDB, Firestore, PostgreSQL
Frameworks: React, Flutter, Node.js, Express.js, Pandas
Developer Tools: Docker, Kubernetes, Git, Visual Studio Code, Android Studio, IntelliJ

Experience

Team Kwon Jun. 2024 – Sep. 2024
Software Developer (Contract) *Seoul, South Korea*
- Implemented a serverless solution with Google Cloud Functions for custom token generation in Firebase authentication to enable the login with Naver.
- Built a Flutter application for delivery drivers, directing them to food pickup locations and customers' delivery destinations, integrating Kakao Navigation API.
- Streamlined order tracking with Firebase Firestore and managed order status updates via HTTP requests to an Express.js server handling all orders.

Software Product Sprint by Google Online
Participant *May. 2022 - Aug. 2022*
- Collaborated with a Google software engineer and a team of peers to design and implement a website leveraging various Google Cloud Platform APIs, including App Engine and Datastore.
- Built a website for events over college campuses with Javascript, Java, and Google Cloud Flatform.
- Created a servlet to handle POST requests to post the event information and store events in Datastore.
- Used Google Maps library and CSS to display the location of the events on the map.

Projects

Random Things Generator | *Javascript, ExpressJS, MongoDB, React* Jul. 2023 – Aug. 2023
- Engineered an AI-driven content generator utilizing OpenAI's API, facilitating creating diverse descriptions of random subjects.
- Developed radio and dropdown button using React Bootstrap, allowing users to select generation preferences.
- Implemented a dynamic query system to communicate with OpenAI's server, sending selected options for customized content generation.

UCR Craiglist | *Typescript, ExpressJS, MongoDB, React* Jan. 2023 – Mar. 2023
- Created a website for UCR students to post and browse listings for used items.
- Implemented a RESTful API for managing the website's item listings, allowing users to CRUD items.
- Integrated composite indexes on item category and date added in MongoDB to optimize search speed and query performance

Arduino Tetris Game | *C++, Arduino* Nov. 2022 – Dec. 2022
- Developed a Tetris-style game using Arduino with multi-level stages and time-based scoring, displayed on a LiquidCrystal LCD as a project for an Embedded Systems class at UCR..
- Integrated NES controller inputs and 8x16 LED matrix displays with Arduino microcontroller to create an interactive user interface for gameplay.
- Designed algorithms for managing block positioning, rotation, and collision detection within an 8x16 matrix grid.