Ku Young **Shin**

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EDUCATION

UNIVERSITY OF WATERLOO
BACHELOR OF COMPUTER SCIENCE
Sept 2015 - Present | Waterloo, ON

Relevant Coursework
CS 135 | Functional Programming
CS 136 | Algorithm Designs
CS 245 | Logic and Computation
CS 246 | Object-Oriented Development
CS 251 | Computer Design
CS 241 | Sequential Programs
CS 240 | Data Structures/Management

SKILLS

Working Knowledge
JavaScript • HTML • CSS • jQuery
ReactJS • HandlebarsJS • CoffeeScript
Java • C/C++ • Scheme
Git • Linux/Unix • Shell • LATEX

Basic Knowledge
Django • Python • Scala
Webpack • Assembly

ACHIEVEMENTS

AWARDS
President's Scholarship of Distinction,
University of Waterloo
2015

Completed Canadian Computing
Contest in top 20%
2015

EXPERIENCE

POLAR | FRONT-END SOFTWARE DEVELOPER
Sept 2016 – Dec 2016 | Toronto, ON
- Implemented a new feature of serving native ads through DFP (DoubleClick for Publishers) to existing publisher sites with JavaScript.
- Developed various front-end features of the main client-side web app using ReactJS, CoffeeScript, and Django.
- Designed production native ad templates for each publisher sites using HTML and CSS.
- Refactored and debugged client-reported and high priority bugs with extended problem solving skills.

POLAR - HACK DAYS | POLAR STREAM
Nov 2016 | Toronto, ON
- Created a responsive web application that streams ads created by clients.
- Produced and designed modern frontend interface using HTML and CSS.
- Communicated with backend through processing JSON via AJAX.

PROJECTS

PERSONAL WEBSITE | http://kooku.github.io
Jan 2017
- Assembled website using HTML/CSS.
- Future implementation includes turning static website into a single page app that showcases my existing projects using AngularJS.

TO DO LIST | http://github.com/kooku/ReactProject
Dec 2016 – Jan 2017
- Built a to-do list using ReactJS with Webpack and Bundle where a user can add and delete certain tasks.

TIMESAVER | http://github.com/kooku/TimeSaver
Nov 2016 - Dec 2016
- Google chrome extension that keeps track of time spent on certain "distracting" URL's to help one's productivity.
- Used HTML, CSS, JS, jQuery for development.

WATOPOLY | http://github.com/kooku/watopoly_2016
July 2016 - August 2016
- Implemented a monopoly-like game with a twist of University of Waterloo theme with C++.
- Abstract data structures, design patterns and object oriented design were used for optimization.

ROUTE FINDING SYSTEM | http://github.com/kooku/RouteFindingSystem
July 2015 - Aug 2015
- Desktop application that finds the shortest, fastest, and cheapest route between point A and point B.
- Used Java 8 and Swing for GUI implementation.