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

PROGRAMMING
Working Knowledge
JavaScript • Java • ReactJS • C/C++
CoffeeScript • jQuery • Racket
• HandlebarsJS • CSS • LaTeX • Shell
• Git • Linux/Unix
Basic Knowledge
Django • Python • Assembly • Webpack
• Scala

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
- Worked on production scripts using JS with Handlebars on serving native ads through DFP (DoubleClick for Publishers) to existing publisher sites.
- Worked on front-end features of the main hub using ReactJS, CoffeeScript, and integrated with Django.
- Designed production native ad templates for each publisher sites using HTML and CSS.
- Provided customer service and extended problem solving skills by debugging scripts on page.

POLAR - HACK DAYS
Sept 2016 – Dec 2016 | Toronto, ON
- Created a responsive website that streams ads created by users on the hub.
- Integrated HTML/CSS template created as frontend interface.
- Backend integrated with Javascript through processing JSON via AJAX.

PROJECTS

TO DO LIST
Dec 2016 – Jan 2017
• Built a to-do list using ReactJS with Webpack and Bundle where a user can add and delete certain tasks.

WATOPOLY
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.

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.

ROUTE FINDING SYSTEM
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.

PERSONAL WEBSITE
Jan 2017
• Assembled website using HTML/CSS.