

# Ku Young Shin

<http://kooku.github.io>  
ky2shin@edu.uwaterloo.ca | 250.589.0377

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## EDUCATION

### UNIVERSITY OF WATERLOO

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

#### Relevant Coursework

CS 489 | Intro to Machine Learning  
CS 446 | Software Design and Architectures  
CS 350 | Operating Systems  
CS 349 | User Interfaces  
CS 348 | Database Management  
CS 340 | Algorithms 2  
CS 246 | Object-Oriented Development  
CS 241 | Sequential Programs  
CS 240 | Data Structures/Management

## SKILLS

### Working Knowledge

Go • Gin • Gorilla  
Java • Spring • Hibernate  
Python • Google App Engine  
Javascript • Angular1 • React  
HTML • CSS • Bootstrap • jQuery  
C/C++ • Scheme  
Git • Perforce • Docker

### Practical Knowledge

Django • Flask • Scala  
Kubernetes • Helm • Terraform  
Webpack • Assembly

## ACHIEVEMENTS

### AWARDS

President's Scholarship of Distinction,  
University of Waterloo  
2015

Completed Canadian Computing  
Contest in top 20%  
2015

## EXPERIENCE

### TABLEAU SOFTWARE | SOFTWARE ENGINEERING INTERN

Jan 2018 – April 2018 | Vancouver, BC

- Allowed users to give credit for their work by implementing attribution feature using Spring and Angular1.
- **Improved customer and internal request handling times by 50% by automation using Amazon Web Services (Simple Notification Service, Lambda), and Go.**
- Deployed the automation web service to Amazon Web Services using Kubernetes and Docker.
- Enhanced desktop and mobile user experience by fixing responsive designs using SCSS.

### SET SCOUTER | SOFTWARE DEVELOPER

May 2017 – Oct 2017 | Toronto, ON

- Focused on web application features front-end and server side using Angular1 and webapp2.
- Architected and delivered a search map to display all listings within the calculated radius.
- **Reduced the edit listing page load time by modelling the page into a single page application.**
- Launched a new subscription product and added a payment system using Stripe.

### POLAR | FRONT-END SOFTWARE DEVELOPER

Sept 2016 – Dec 2016 | Toronto, ON

- **Implemented the carousel display method to display native ads served through DoubleClick for Publishers (DFP).**
- Developed various front-end features of the main client-side web app using ReactJS, CoffeeScript, and Django.
- Designed production native ad templates for each publishers sites using HTML and CSS.

## PROJECTS

### PERSONAL WEBSITE | <http://kooku.github.io>

April 2018

- Assembled website using HTML/CSS.
- Future implementation includes turning static website into a single page app that showcases my existing projects using AngularJS.

### POE CURRENCY MAKER | [http://github.com/kooku/poe\\_currency\\_maker](http://github.com/kooku/poe_currency_maker)

Jan 2018

- Built a script which fetches trading data in the game called Path Of Exile to find currency loopholes using bellman ford inspired algorithm.

### WATOPOLY | [http://github.com/kooku/watopoly\\_2016](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++ by using abstract data structures and design patterns for optimization.