

Henry Choo

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Linkedin - <https://www.linkedin.com/in/lcly9294>

Portfolio- <https://lcly.github.io/personalwebsite/>

Github- <https://github.com/LCLY>

Passionate software developer dedicated to developing and optimizing interactive, user-friendly, and feature-rich applications.

Skills

Front-End

Javascript ES6
CSS / SASS
HTML
jQuery

Back End

REST
MySQL
AWS
Socket

Source Control

Git(Git Flow)
SCRUM / Agile
Github
Bitbucket

FrameWorks

React / Redux
Bootstrap
AngularJS
Semantic UI

Others

Java
C#
Python
Unity

Technical Experience

SOFTWARE DEVELOPER – Ilmu: Malaysia | remote

May 2019 – Aug 2019

- Building a web application with React to increase the efficiency of the grading process in assignments and exams.
- Developed sidebar with dummy dropdown item component and drag & drop feature to the grading rubrics.
- Allow teachers to grade work using customized grading rubrics with hotkeys and draw on the submission using SVG.
- Executed React & Redux front-end in ES6, with Babel, Gulp, Webpack, and Node.
- API-based backend written in JavaScript using Node, AWS and MongoDB.

RESEARCH ASSISTANT – Purdue University: West Lafayette, IN

Oct 2018 – May 2019

- Researched on implementation of virtual reality and augmented reality on detecting cracked walls in the (AEC) industry.
- Developed mixed reality application using Microsoft HoloLens with Unity in C#.
- Trained machine learning model of walls cracks using Azure Computer Vision.
- Visualized data such as labels and bounding boxes in the real-world space using spatial mapping.

Projects

BOILERIDE – Purdue University: West Lafayette, IN

Sep 2018 - Dec 2018

- Worked with a team of students to build a ridesharing web application that allows users to create and join rides.
- Applied black-box testing, white-box testing, incremental testing and regression testing to the product.
- Implemented Express, Google Maps Platform with RESTful API-based backend written in Node, Java and MySQL.

DUNGEON CODER – Purdue University: West Lafayette, IN

Sep 2017 – Dec 2017

- Built a desktop game application with Java to teach gamer coding fundamentals with LibGDX as the framework.
- Built a website for account registrations, a forum for users and class monitoring functionality for teachers
- Prepared and written technical documents such as design document, project backlog and sprint planning document.
- Implemented backend with Java, AWS EC2 and MySQL.

BUSINESS CARD AR – Personal Project: Seattle, WA

Aug 2019 – Sep 2019

- Built an AR application to show resume in 3D visual space with business card using Unity and utilizing Vuforia library.
- Allow user to scan targeted real-world objects to generate 3D models and interact with them.

Education

Purdue University – Computer Science

Spring 2016 - May 2019: Indiana