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	Back End	Source Control	Frameworks	Others
JavaScript ES6	REST	Git	React	Java
CSS / SASS	MySQL	SCRUM / Agile	Redux	C#
HTML	AWS	GitHub	Bootstrap	Python
jQuery	Socket	Bitbucket	Semantic UI	Unity

Technical Experience

SOFTWARE DEVELOPER – Ilmu: West Lafayette, IN   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 sketch on the submission using SVG.
- Executed React & Redux front-end in ES6 with 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.
- Built frontend for the web application using Bootstrap, jQuery and Node to consume backend APIs.
- 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.
- Prepared and written technical documents such as design document, project backlog and sprint planning document.
- Consumed APIs from backend that is written in Java with AWS EC2 and MySQL.

VIRTUAL APARTMENT TOUR – **Personal Project:** Seattle, WA   Aug 2019 – Sep 2019

- Built a web application that allows user to view an apartment unit in 360 degrees and transition from one to another.
- Integrated Unity/WebGL into the web application, utilizing 360 degrees images and a custom shader.

Education

Purdue University – Computer Science

Spring 2016 - May 2019: Indiana