MATTHEW CHOI

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SKILLS

- Languages & Frameworks: Javascript, React, HTML/CSS, Python, Java, Node, Typescript
- Technologies: Android Studio, Github, MySQL Workbench, Firebase, Microsoft Office

EDUCATION

University of California Irvine, Irvine CA

Oct 2020 - Jan 2022

Master of Software Engineering GPA: 3.7

University of California Irvine, Irvine CA

Jun 2016 - Jun 2020

B.S. Informatics (Human-Computer Interaction) GPA: 3.2

EXPERIENCE

Innovation Institute Jun 2019 - Sep 2019

Software Engineer Intern

- Developed a web app showing hospital staff daily reports of peak noise level data recorded in hospital rooms
- Integrated live charts of noise(db) levels that identified loud noises to help improve work efficiency by 20%
- Extracted noise decibel data from the Heroku database using Fetch API to update the client side pages
- Collaborated with UI/UX designers to design mockups and prototypes for the home and report pages to promote clean and user-friendly web pages

Internet Marketing Footprints

Jan 2019 - Jun 2019

Front-End Engineer intern

 Redesigned the company website using HTML, CSS, and Javascript improving the outdated search function to produce accurate and relevant results

PROJECTS

Mailbag Oct - Dec 2020

- Full stack web app that retrieves and displays the inbox, messages and contacts list of a gmail account
- Implemented the SMTP/IMAP protocol to send emails and talk to an mail server to retrieve account information
- Incorporated REST functions to make get and post requests to a server that sends back email-related info
- <u>Utilized</u>: React, TypeScript, Material UI, Node.js, Express, Rest API

I'm Feeling Hungry App Jan - Mar 2021

- A modified version of Yelp that provides restaurant suggestions that closely match user dining preferences
- Stored user account data in Firebase and retrieved restaurant details from the Yelp API using Retrofit
- <u>Utilized</u>: Java, Yelp API, Android Studio, Firebase, REST API, Retrofit

Glide Mar - May 2020

- Contributed to the open source project Glide, an image loading framework for Android, by extending its testing capabilities through various tools and testing methods such as Junit, CI testing, and mocking
- Created Junit tests that verified the different request options Glide needs to load and configure images
- Built test cases for Glide's error and drawback requests that improved the main test file's coverage by nearly 10%

JSON

July - Sep 2020

- Contributed to the open source project JSON, a library that parses XML files into JSON format, designing new methods to increase parsing functionalities
- Used JSONPointer to identify, extract, or modify sub objects while traversing through the XML file
- Added streaming methods to transform objects into streams and chaining operations to simplify logic and code