

Sojung Shin

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EDUCATION

Bachelor of Science, Computer Science

The University of Texas at Dallas, Richardson, TX

December 2025

GPA 3.95

Relevant Coursework: Data Structure, Advanced Algorithm, Database Systems, Software Engineering, Operating System, Computer Architectures, Computer Networks, System Programming in Linux and Other Environments, Java Programming

SKILLS

Languages & Database: Dart, Swift, Kotlin, Java, C#, C, C++, JavaScript, HTML, CSS, Python, SQL

Cloud & Operating Systems: AWS, Google Cloud, Linux, UNIX, Windows, Mac OSX

Frameworks & Tools: Android Studio, Xcode, Flutter, Figma, Penpot, React, Git, Tailwind CSS, .NET, Selenium, Unity, Jira

WORK EXPERIENCE

Mobile Developer Intern, Mimosa Networks (*Flutter, Xcode, Android Studio, MySQL, SQLite, AWS, Jira*)

May 2025 – Present

- Designed the **API integration** for Wi-Fi router setup, enabling all team members to reuse unified API call logic across the app.
- Built **~60% of frontend** common widgets & screens, and **resolved overflow** by effective use of dynamic & static components.
- Developed Wi-Fi QR scan & auto-connect feature, including QR generation and SSID validation by utilizing **3rd party libraries**.
- Implemented camera and location **permission handling** for both Android & iOS with AndroidManifest and Info.plist.
- Created Country Selection module supporting flexible search by name, code, or dialing prefix, and smooth scrolling selection.

Mobile Developer Intern, Providential Media Group (*Swift, Xcode, TestFlight, Android Studio, Flutter*)

January 2025 – May 2025

- Developed 10+ cross-platform **frontend pages** in **SaaS** environments, for the **Startup's** beta testing and white label apps.
- Improved **UI responsiveness** by refactoring "Cheer" button logic to reflect changes instantly before server confirmation.
- Deployed the iOS beta app to **TestFlight** gathered feedback from beta testers to refine functionality and user experience.
- Developed **on-device transcoding** with FFmpeg, converting MOV to MP4, reducing server load and video processing costs.
- Integrated **Firebase and REST APIs** to enable real-time data synchronization, reducing API response time by 25%.

Undergraduate Research Assistant, Multimodal Interaction Lab – UT Dallas (*C#, .NET, Unity, Git*)

August 2024 – May 2025

- Developed a VR model in Unity, enhancing interaction fidelity up by writing C# scripts using event-driven programming with delegates and events of .NET and asynchronous programming with async/await.

PROJECTS

UFOTech matching app, UFOTech Team Corp., CS Project – UT Dallas (*React, REST APIs*)

Fall 2025

- Developed a mobile web with dual admin/user authentication and profile management for up to 16 users per event session.
- Implemented AI-driven algorithm to prioritize interactions based on profile interests, enhancing the relevance of pairings.

CEP Calculator (*Kotlin, Android Studio, XML, Gradle*)

Spring 2025

- Developed an **Android mobile app** calculating Circular Error Probable (CEP) by collecting 50-100 location points per session using **Google Maps API**, enabling GPS accuracy validation in real-time and improving measurement reliability by 95%.
- Implemented Haversine algorithms to compute CEP radius and validated its results, ensuring the data meets 50% standard.
- Visualized CEP circle and collected points on the map with **MapView**, enhancing user understanding of GPS accuracy by 40%.

MindfulWalk, ACM Projects – UT Dallas (*Android Studio, Firebase, Flutter, Dart, Google Cloud, Figma, Git*)

Spring 2024

- Collaborated in full-stack development of a health-focused Android **mobile app** that motivates customers to enhance mental and physical well-being by exploring urban environments, driving a 15% increase in daily step counts among beta testers.
- Engineered **real-time analysis** for pedometer and health metrics utilizing packages of Flutter, integrating **dynamic data visualizations** which improved customer engagement and interpretation accuracy by 25%.
- Designed **user flows** and Figma **mockups**, mapping essential screens, components & Icons, and the sequence of interactions.
- Implemented **user authentication** and **data storage** using **Firebase** and Google Cloud, ensuring reliable access control.

AWARDS & ACHIEVEMENTS

2nd place, Local Capstone Idea Hackathon

November 2023

- Innovated a design of the Local Outdoor Escape Room Game **mobile app** and created **wireframes** and **UI mockups** with thorough user needs modeling and field studies, receiving a business offer from judges in industry.

4th place, 2023 Shining in Daegu Hackathon (*JavaScript, Tailwind, CSS, Java, AWS, Figma, Git*)

November 2023

- Led a posting web platform development using JavaScript and Tailwind CSS to prevent unauthorized data collection of AI.

4th place, 2022 Shining in Daegu Hackathon (*Python, Flask, HTML, CSS, Git*)

September 2022

- Collaborated in cross-functional team for a real-time counseling web and built **dynamic page routing** for a **Flask web server**.