

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, REST API, 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.
- Implemented **Provider**-based state management of **MVVM** architecture for real-time updates, integrating **cloud-based APIs**.
- Designed **database schema** managing 50+ client devices with normalized relational tables, implementing CRUD operations.
- 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 iOS beta app to **TestFlight** and 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.

Undergraduate Research Assistant, Multimodal Interaction Lab – UT Dallas (C#, .NET, Python, Unity, Git) August 2024 – May 2025

- Developed hand/eye-tracking VR model via logging and writing C# scripts and submitted two papers as 2nd and 3rd author.

PROJECTS

UFOTech matching app, UFOTech Team Corp., CS Project – UT Dallas (React, REST APIs) Fall 2025

- Developed a mobile-friendly web with dual admin/user authentication & profile management for up to 16 users per 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**.