

Jung Ho Kwon

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Education

California State University Northridge

Bachelor of Science, Computer Science (Aug 2019 - May 2024)

- GPA 3.34
- Relevant Coursework: Advanced Data Structures, Operating Systems, Algorithm Design, Concepts in Programming Languages, Software Engineering

Technical Skills

Programming: Java, C, Python, JavaScript, SQL, Racket, Prolog

Tools: Git, MySQL, Jira, Unreal, Wwise, FL Studio

Experience

Server Management and Game Development

Public Minecraft Server Developer and Administrator - (Jun 2017 - Aug 2019)

- Worked as a part of a team of developers that created custom items and plugins in Java for a public server that hosted 400 players at its peak.
- Used a Gradle plugin called Fabric Loom to develop utilities that assisted in administration
 - Report plugin that was created to streamline reporting suspicious behavior by creating an in-game command that sent player reports to a MySQL database
- Used Trello to communicate with other team members to coordinate updates for the server

In-Development Roblox Game

Audio Designer - (Jun 2022 - Mar 2023)

- Created sounds by recording foley using a field microphone and processing them in a DAW (Digital Audio Workstation) for a in-development Roblox video game
- Worked with a team to curate and produce music that was tailored to the aesthetics of the story.

Projects

COMP 380\L - Airline Booking Software

- Led a team of four peers to develop a software in Java, that used Heroku to host a MySQL database that recorded login information as well as booking and flight details.
- Used GitHub as well as Jira to efficiently implement use cases and organize work amongst team members.
- Used pgAdmin to monitor and manipulate the database and also developed a UI using Java Swing that implemented administrative features that searched, added, deleted different users.

COMP 282 - Various Java Projects

- Programmed a Red Black tree in Java with insertion, deletion and balance features.
- Programmed an algorithm that took in an input of five player hands with three cards each, and a pool of five extra cards. It then evaluated which player hand had the highest possible score and displayed the five hands from greatest to least in scoring.

myWebsite - Front End Web Development

- Created a website using node.js, HTML, javaScript, CSS, and three.js. I created my own custom made voxel art to learn how I could import and use 3D models in web development