

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.

CS50 Python Projects (IP...)