

Sehun Joo

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EDUCATION

Texas A&M University

Bachelor of Computer Science

- GPA: 4.0/4.0
- Key Classes: Data Structures and Algorithms

College Station, Texas

August 2019 - December 2023

WORK EXPERIENCE

Rippling

Software Engineering Intern

- Currently working on increasing backend performance of a python and MongoDB based stack.

September 2022 – December 2022

San Francisco, CA

Amazon

Software Engineering Intern

- Led the design and construction of back-end REST API to programmatically update internal database using Kotlin, Guice, and AWS Lambda, saving up to 90% of time in many use cases.
- Confirmed with mentor that the API would be used internally hundreds of times per day.

May 2022 – August 2022

Austin, TX

Procter & Gamble

IT Intern

- Deployed web application in Quickbase using Javascript to automate hundreds of weekly internal requests.
- Refactored out-of-date Java apps and SQL calls to save work-hours for hundreds of factory workers.

May 2021 – August 2021

Cape Girardeau, MO

Procter & Gamble

Data Analytics Intern

- Created a Pampers production line simulation to collect data for a statistical model, savings hundreds of hours.
- Used machine learning to optimize and automate decision making, saving potential hundreds of thousands.

May 2020 – August 2020

Cincinnati, OH

PROJECTS

Dynamic Medical Model Research | Python, PyTorch, Jupyter Notebook, Linux

August 2021 – March 2022

- Preprocessed gigabytes of medical data using Python and deep learning libraries to encode clinical predictions.
- Researched & developed dynamic models to improve upon existing open source medical prediction models.
- Independently worked on deep-learning based medical predictions, focusing on natural language processing.

Video Game Modification Project | C#, Binary

July 2019 – December 2019

- Led a team of 5 developers to help create modifications for a video game.
- Reverse engineered the proprietary music format for a close-sourced game.
- Wrote scripts in C# to mass convert custom text files to a proprietary binary format for videogame.

Music Social Media | HTML, CSS, JS, React, Firebase

August 2021– December 2021

- Developed online social media platform for music sharing using React and Firebase in a software engineering class
- Worked in an agile environment to deliver working software by each weekly Scrum meeting with Jira and GitHub.

LEADERSHIP AWARDS

TAMU Datathon Logistics Director

TAMU Datathon

- TAMU Datathon is the world's first and only MLH data science hackathon. I serve as Logistics Director, and I am responsible for sponsorship, finance, communications, personnel management, and event operations.
- Managed day-to-day operations and scheduling of Datathon event with 800+ applicants.

March 2021 – Present

College Station, TX

TAMU Spring Competitive Programming Contest 2nd place Finish

Aggie Competitive Coding Club

- 2nd place in the Spring Competitive Programming Contest held at Texas A&M University.

April 2022

College Station, TX

TECHNICAL SKILLS

Languages: C++, C#, Java, Python

Developer Tools: VScode, Linux, Git/Github

Libraries: React, Redux