

SEOK SONG

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Education

University Of Colorado Boulder

Bachelors in Computer Science, Minor in Economics

- Computer Science GPA: 3.446

Boulder, Colorado

August. 2018 – May 2022

Skills

Languages: C/C++, Python, C#, Groovy, Java, Jenkins, HTML, CSS, MySQL, MongoDB, JavaScript

Soft Skills: Goal Oriented, Communication, Leadership, Detail Oriented, Passion for learning

Relevant Course: Data Structures, Algorithms, Object Oriented Analysis and Design, Principles of Software Development and Design, Database Systems, Data Science, Computer Systems

Experience

Travelport

May 2021 – August 2021

Software Engineering Intern

Denver, Colorado

- Developed a pipeline that allowed users to get input and output to any **Jenkins** pipeline using **Groovy and Javascript** to give the team more insight into the code deployment progress and failures
- Developed a user interface using **C#** to allow users to create a build, continue/pause a build, and review build progress in order to be alerted of failures and warnings in real time that were previously only available once the entire build was completed
- Participated in Agile software development team with planning, execution of daily tasks

Data Structures & Algorithms

January 2020 – August 2021

Undergraduate Teaching & Course Assistant

Boulder, Colorado

- Teaching recitations for multiple Data Structures and Algorithms courses
- Lead weekly recitations working through implementations on data structures and algorithms while explaining their strengths and weakness and run times
- Hold office hours in order to assist students on homework's and to answer any questions they may have on the material

University of Colorado Bursars Office

August 2019 – January 2020

Student Developer

Boulder, Colorado

- Developed a **Python** script that allows the collection and organization of 10,000 student profiles in order to keep track of every students College Opportunity Fund (COF) status and send any alerts if necessary
- Automated the process of verifying 500 (per semester) student Intra University Transfer (IUT) applications using **C#** and **JavaScript** ensuring that all requirements have been met and assign a new advisor

Projects

CU Sprint | C#, Unity, HTML, CSS, Heroku, SQL, JavaScript

January – May 2020

- Developed a 6 level 2D game with multiple features such as jumping puzzles, obstacles, low gravity and much more using **C#** in **Unity**
- Integrated onto a website made using **HTML/CSS** and **JavaScript** while hosted on **Heroku** with user data being stored using a **SQL** database

UNO Game + UNO Bot | C++

March – May 2019

- Developed the base game of UNO using **C++** allowing 1 player to compete against 3 bots
- Generated 3 different bots that would play the user, with each bot having different play styles
- Implemented rule several non-traditional rules that the user could turn on and off