

# SEOK JUN SONG

## Computer Science & Economics

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SeokSong  
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Boulder, Colorado

## EDUCATION

University of Colorado Boulder

**Bachelors in Computer Science | Economics**

Aug 2018 – Dec 2022 Boulder, CO

- Computer Science Major GPA: 3.653
- Economics Major GPA: 4.0

## EXPERIENCE

Data Structures Teaching Assistant

**University of Colorado Boulder**

August 2020 – Present Boulder, CO

- Lead recitations where students get the chance to apply the material learned in lecture
- Prepare a short presentation to reintroduce the topics that will be covered in that weeks recitation
- Hold office hours to assist on homework and answer any questions they may have on the material

Data Structures Course Assistant

**University of Colorado Boulder**

January 2020 – May 2020 Boulder, CO

- Assist in recitations to support the TA in various roles
- Hold office hours to assist on homework and answer any questions they may have on the material

Student Developer

**University of Colorado Boulder Bursars Office**

August 2019 - January 2020 Boulder, CO

- Used **Python** to organize data to keep track of student COF (College Opportunity Fund) status to send a personalized email on a schedule to whoever had an error or incomplete application
- Lead the development of the new IUT (Intra University Transfer) system in **JavaScript** and **C#** to automate the process of checking if a student has fulfilled all the requirements of the requesting a college of choice, and admitting them if requirements are met

Student Assistant

**University of Colorado Boulder Physics**

January 2019 – July 2020 Boulder, CO

- Assisted in the organized of TASI (Theoretical Advanced Study Institute in Elementary Particle Physics)
- Maintained communication with TASI applicants to ensure open communication
- Created and organized spread sheets for the convenience of TASI selection committee

## TECHNICAL SKILLS

C C++ C# Python Scala  
JavaScript Node.js SQL Postgres  
HTML CSS Heroku Unity  
Trello GitHub Git

## RELEVANT COURSES

Data Structures Discrete Structures  
Algorithms Data Science  
Data Base Systems  
Principles of Programming Languages

## PROJECTS

**CU Sprint**

- Developed a website and game using tools such as **SQL**, **Heroku**, **Javascript**, **C#** and **Unity**
- Created a 6 level 2D game with multiple features such as jumping puzzles, obstacles, low gravity and much more  
<http://cusprint.herokuapp.com/home>

**UNO Game + UNO Bot**

- Developed the base game of UNO using **C++** allowing 1 player to compete against 3 bots, giving the user the ability to choose different rule sets
- Generated 3 different bots that would play the user, with each bot having different play styles

**New York Map**

- Constructed a basic map of New York using **C++** and created a simplified version of Apple/Google maps using Dijkstra's Algorithm
- The provided path is then displayed with the surrounding shops and buildings around the final destination

**Data Visualization**

- Took clean data and organized it in order to produce multiple graphs
- Analyzed graphs for trends and patterns

## SOFT SKILLS

- The ability to keep track of multiple deadlines and events to stay on top of tasks, shown by the overlap in multiple jobs while keeping a rigorous class schedule
- Capable of operating on multiple teams, leading when the opportunity arises, illustrated by various team projects with different classes and jobs