

SEOK JUN SONG

Computer Science & Economics

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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

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

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 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 API SQL
HTML CSS Bootstrap Heroku
Postgres Unity Trello GitHub

RELEVANT COURSES

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

PROJECTS

Image Merge (Current)

- Developing a program using **Python** to take in 2 images and merge together
- Allows for adjustments in the merge and which photo is considered the "dominate" photo and by what percent

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

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

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