SEOK SONG

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Experience

Amazon
Software Development Engineer   *Bellevue, Washington*

- Executed the replacement of Business Hours data set source for Go NA forecasting pipeline. Resulting in a average forecast difference of 2% at p50, 1.8% at p90.
- Conducted experimentation with Amazon Go-Eu (AFSI) forecast in order determine if a forecast model trained for Amazon Ultra Fast Fresh EU (UFF) would work for AFSI. Analysis revealed concerning degradation at p50 quantile loss with negative weekly trends; therefore ASFI will need to train its own model.
- Identified a gap in daily workflows logs and addressed said gap in logs. Improving the logs of 5 businesses and 40 different Directed Acyclic Graphs (DAGS) in daily workflows and auditors saving engineers from having to start and wait for spark shell on EMR clusters saving 10-15 minutes.

Travelport
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
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

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Education   Technologies

University Of Colorado Boulder   Boulder, Colorado
Bachelors in Computer Science

- AWS, Scala, Apache Spark, Apache Hadoop, C/C++, Python, C#, R, Java, SQL, MongoDB, JavaScript

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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