Soomin Jeong

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TECHNICAL SKILLS

- Experienced in HTML, CSS, JavaScript, Java, C, C++, C#, React, R, Kotlin, Python, and Linux.
- Familiar with Adobe Photoshop, Illustrator, XD, and Premiere.
- Version control with Git, and Diversion.
- Professional communication skills (spoken and written) in English and Korean; conversational level in Japanese.
- Patient, adaptable, and willing to learn.

EDUCATION

Computer Systems Technology Diploma - BCIT | Burnaby, BC

Sept 2023 - June 2025

• Experienced with different programming languages, web development, mobile development, relational databases, technical communication, and group projects.

SBS Academy Computer Arts Institute | Busan, Republic of Korea

July 2022 – Sept 2023

• Learned applicable skills in HTML, CSS, JavaScript, Python, Java, C, C++, React, R, Adobe Photoshop, Illustrator, XD, Premiere, Colour design, and UI/UX design.

WORK EXPERIENCE

Echo of the North | Remote

Sept 2024 - June 2025

- Designed and developed all front-end interfaces for both the web and mobile versions of the app using React Native, HTML, CSS, JavaScript, and EJS.
- Implemented a fully responsive design for the web version to ensure a seamless user experience across devices and screen sizes.
- Collaborated with the back-end developers to integrate RESTful APIs and conducted thorough testing to ensure full functionality and performance across all platforms.

PROJECTS

Meal Mancer | Academic Project, Web Application

March 2025

Website Link: https://mealmancer.netlifv.app/

GitHub Link: https://github.com/SoominJ06/MealMancer Frontend

- Collaborated in a team of 3 to develop an Al-powered full-stack web application that helps users create recipes based on the ingredients in their cupboards.
- Designed and implemented all the front-end interface and integrated RESTful APIs from the backend database.
- Technologies used: HTML, CSS, JavaScript, jQuery, MySQL, Node.js, and HuggingFace.

GitHub Link (Java version): https://github.com/Catherine-Queenan/CS-QuizGame GitHub Link (C# version): https://github.com/Catherine-Queenan/CSharp-QuizApp

- Collaborated in a team of 3 to develop a full-stack web application aimed at enhancing mental
 engagement for elderly care home residents, featuring individual and group gameplay via
 WebSockets, multimedia quiz creation, and automated media playback for answers.
- Designed and implemented the front-end interface and integrated WebSockets to enable real-time multiplayer quiz sessions.
- Technologies used: HTML, CSS, JavaScript, Java, C#, MySQL, and Apache Tomcat.

MediKate | Academic Project, Web Application

May 2024

Website Link: https://medikate.onrender.com/

GitHub Link: https://github.com/Danton1/2800-202410-BBY34

- Developed a medical web application offering localized climate change-related health information and an Al-powered chatbot to assist with booking doctor appointments, aiming to address climate change impacts and reduce strain on the healthcare system.
- Designed and implemented most of the front-end components and integrated a database to securely store and manage users' medical information.
- Technologies used: HTML, CSS, Tailwind, DaisyUI, JavaScript, jQuery, Node.js, AJAX, EJS, OpenWeather's API, OpenAI's API, NodeMailer's API, MongoDB, and Cloudinary.

Game of Life | Academic Project, Java GUI Application

March 2024

GitHub Link: https://github.com/SoominJ06/GameOfLife

- Created a Java GUI application that simulates the behaviours and interactions between plants, herbivores, carnivores, and omnivores as they navigate the environment.
- Technologies used: Java

Recycling Game | Academic Project, Web Application

Sept – Dec 2023

Website Link: https://bby21-e4ba0.web.app/

GitHub Link: https://github.com/Kietkiet1109/1800 202330 BBY21

- Developed a web-based game with a team of 3 that helps users distinguish which recycling bins to use for different items and educates them on how to recycle properly.
- Took the initiative to break down tasks and guided the team to meet the requirements of the project.
- Developed most of the front-end components, and helped teammates fix the back-end errors.
- Technologies used: HTML, CSS, JavaScript, Firebase, and Firestore.

EXTRACURRICULAR EXPERIENCES

President | BCITSA - Coding4All

Jan 2024 – May 2025

- Helped support first-year students in navigating program challenges, offering mentorship and simplified explanations of complex topics.
- Worked through progressively higher leadership roles, starting as an executive member, becoming Vice President in the third term, and eventually earning the position of President.