Subin Moon

(She/Her)

🧑🏻💻 Currently studying in Computer Systems Technology at BCIT in Vancouver, Canada.
An aspiring software engineer with web development and object oriented programming knowledge.

CONTACT

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TECHNICAL SKILLS

Languages
Python, JavaScript, node.js
HTML, CSS

Frameworks
React, express.js, Flask

Databases
Firebase, MongoDB

Tools
Git, Github

CERTIFICATIONS

MOS PowerPoint 2016
Oct 2019

MOS Excel 2016 Expert
Dec 2019

EDUCATIONAL HISTORY

British Columbia Institute of Technology   Jan 2021 - Jun 2023
- Computer Systems Technology | GPA: 90%

University of Seoul   Mar 2014 - Feb 2020
- BA majored in Chinese | GPA: 94.2%

PROJECT

Find the Luckiest Numbers in Lotto Max | Python Tool   Jul - Aug 2021
- A web scraper extracts Lotto Max winning result data from a website.
- Python script used Beautifulsoup library to extract data from HTML webpages with requests library
- Transformed formats of data, converted into DataFrame with Pandas and loaded in a csv file
- Visualized the result in bar graphs with matplotlib

Portfolio Website | Responsive React Web Application   Jul - Aug 2021
- Built with ReactJS and Swiper framework
- Set up a database with Firebase to collect 'Contact me' form inputs
- Managed version control with Github and deployed on Herokuapp
- Used CloudFlare for content delivery network to improve website load time, as well as secure the website

BinWhere | Flask Web Application   Apr - May 2021
- Allows users to find any kind of garbage bins near them and record/add data of bins
- Collaborated in a five-membered team using scrum agile methodology
- Utilized Git and Github and created git request when merge works to the main branch
- Designed front-end with HTML, CSS, JavaScript, Flask, back-end with Python, Firebase and deployed with Microsoft Azure
- Experienced building RESTful API
- Implemented user stories for creating, editing, and deleting of user and bin data stored in Firestore

ShopSmart | JavaScript Web Application   Group Project | Jan - Apr 2021
- Provides users with shopping and pantry lists
- Worked with four teammates using scrum agile methodology
- Handled merge conflicts throughout the project on Visual Studio Code
- Set up a database with Firebase; added, edited and deleted item details saved in the database

Namu | Pygame Project   Hackathon Project | Apr 2021
- A web game made with Python and Pygame
- Developed and presented successfully within 24 hours with a team of five
- Received Best Business / Video Pitch Prize