Timothy Choi

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Education

University of California San Diego – Revelle College	June 2017
B.S. Computer Science	La Jolla, CA

Qualifications

Languages	Java, C++, C, JavaScript, C#, Ruby, Scala, Ocaml, and MIPS Assembly
Libraries & Framework	React, HTML, CSS, Bootstrap, Node.js, jQuery, and Tomcat
Database, Platform & Software	SQL, PostgreSQL, Git, Eclipse, Android Studio, Google Maps/Youtube API, and Unity

Related Projects

Weather Maps
September 2018

Weather Forecast Website
React, Redux, Node.js
OpenWeatherMap API,
Google Maps API

- Utilized action creators to fetch data from Google/OpenWeatherMap API displaying its location, pressure, humidity, and temperature.
- Applied middleware, redux-promise, to wait for the ajax requests when retrieving sensitive resources from other websites.
- Manipulated states and gained access to its information using reducers.

Speed
June 2018

Card Game
Unity, C#
tinyurl.com/turokspeed

- Leveraged stacks and arrays to imitate card flow animation within games.
- Implemented view classes to display cards and gameplay.
- Provided rationale and scouted feasibility of launching on Armor or Facebook Games platform.

Soul Sales
April 2017 – June 2017

Online Shopping Data Analytics
Application
pgAdmin4, SQL, HTML, CSS,
JSP, JSTL, JavaScript, Tomcat,
Eclipse

- Established databased connectivity with Java and JSP files while solving for concurrent transaction to ensure no errors in supply count.
- Developed queries analyzing sales data through various dimensions: state, zip code, a-z order, and top sales giving merchants data on their progress.
- Held records of accounts through database and used sessions keeping track of online users allowing multiple browser functionality, inactivity logout and auto login after a short period of closing the browser.

Swift Sales
January 2017 – March 2017

Promotion Locater
HTML, CSS, Google Maps API,
JavaScript, Node.js

- Experimented with different API's to get a sense of how it infuses with projects.
- Produced a script to write, edit, and load JSON files to safely store promotion submission by merchants.
- Determined efficient routes toward promotions with Google Maps API to guide customers to its location.

NachOS
September 2015 – December 2015

Not Another Completely
Heuristic Operating System
java

- Regulated concurrency control amongst multiple threads by synchronizing mutexes, locks, conditional variables and semaphores.
- Enhanced speed of OS through pages and page tables including the implementation of page translations between physical and virtual pages for efficiency.
- Applied demand paging, swap files, and monitor to improve efficiency of the OS.

GarPr
September 2014

Smash Ranks Android
Android Studio, GitHub, Java
tinyurl.com/garprapp

- Explored Android Studio and its basic feel for creating an application.
- Fetched tournament results and ranking data via JSON API and displayed it aesthetically using native android components.

Hobbies: Ping Pong, Competitive Gaming: Super Smash Bros. Melee, Billiards, Karaoke, Board Games, and Dance.