Timothy Choi

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Education

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

Object Oriented Programming, Design & Analysis of Algorithms, Advanced Data Structure, Online Database Analytics, Database System Principles, Theory of Computation, Computer Architecture, Design Digital System, and Compiler Construction

Technical Skills

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

Experience and Projects

Ipser Lab
Front-End Dev
www.ipserlab.com
HTML, CSS, JavaScript

Incubator for Mass Production of Personal Recipes · *December 2018 - Current*
- Implementing a way to easily mass produce personal recipes into the food market and/or for personal use.
- Responsible for the website's front-end development and currently building the homepage.

Emily
React, Redux, Node.js, Google OAuth, Passport, MongoDB, Mongoose, Stripe, SendGrid

Mass Email Survey Service · *December 2018 - Current*
- Developing a full-stack website service sending out surveys to thousands of emails, with SendGrid, to collect survey answers.
- Constructed user authentication with Google OAuth and Passport.js and storing user information with Mongoose in our MongoDB.
- Built a process to accept credit card payments to buy Emaily store credits using Stripe.

Weather Maps
React, Redux, Node.js, OpenWeatherMap API, Google Maps API, Sparklines

Weather Forecast Website Comparison and Analysis Application · *September 2018*
- Built a website to compare multiple cities' weather, climate, and pressure simultaneously with SparkLine graphs
- Utilized action creators to fetch data from Google/OpenWeatherMap API while using middleware, redux-promise, to wait for ajax requests when retrieving resources from the websites.

Speed
Unity, C#

Card Game Simulator · *June 2018*
- Developed Speed, the card game, emulation with versus mode implementation by following its logic and adding flipping animations for a better card-game-like effect.
- Provided rationale and scouted feasibility of launching on Armor or Facebook Games platform.

Soul Sales
pgAdmin4, SQL, HTML, CSS, JSP, JSTL, JavaScript, Tomcat, Eclipse

Online Shopping and Sales Analytics Application · *April 2017 – June 2017*
- Implemented concurrent transaction ensuring no errors and consistency during simultaneous manipulations with the same data.
- Optimized advanced queries analyzing large datasets through various dimensions: state, zip code, a-z order, and top sales giving merchants data on their sales.

Swift Sales
HTML, CSS, Google Maps API, JavaScript, Node.js

Map Application Promoting Business · *January 2017 – March 2017*
- Promoted business by posting sales, discounts, and/or offers visible in the website's map.
- Produced a script to modify JSON files to store promotion submissions by merchants.
- Navigate towards promotion location with routes generated by Google Maps API.

NachOS
Java

Modified OS Simulating Computer Instructions · *September 2015 – December 2015*
- 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
Android Studio, GitHub, Java

Competitive Tournament Rank Android Application · *September 2014*
- Calculated ranking points through SSBM tournament results, like an Elo ranking system. Published in the Google Play Store: tinyurl.com/garprapp
- Fetched tournament results and ranking data via JSON API to display it aesthetically using native android components.

Activites: Design, Visual Art, Ping Pong, Competitive Gaming: Super Smash Bros. Melee, Billiards, Karaoke, and Dance.