Yoobin **Nam**

SOFTWARE SYSTEM (COMPUTING SCIENCE) · @ SFU

New Westminster, BC, Canada

☎ (+1) 604-841-6244 | ✉ yna35@sfu.ca | 🏠 yoobin-web.netlify.app/ | YB-NAM | in yoobin-nam

Skills

Languages: JavaScript, Typescript, C++, C, C, Python, Java, HTML, CSS

Frameworks/Libraries: Angular, React, Next.js, Jquery, Three.js, Express.js

Applications: Unity, Git/GitHub, VirtualBox, Docker, PostgreSQL, Mysql, MongoDB

Project Experience

Personal Web-Page (2023. Fall)
Personal project: Create personal portfolio web

- Using Next.js and React to design web-site with Typescript

- Publish the web-site with free server source

Computer Web Graphics (2023. Summer)
Personal project: Create 2d Pacman game + 3d Objects

- Using WebGL api, which was used on the actual website, learned the elements that could be more interesting to users in frontend

- Implemented that the appearance and position of the graphic object changes according to the input values of the keyboard and mouse

- Implemented a function that calculates collisions between objects to make a pacman game that can be operated in practice

Server-side + Client-side Development (2023. Winter)
Group project : create community web-site

- Using Html, CSS, Javascript, Typescript, NodeJS, Postgresql, Docker, Angular, Jquery

- Implemented UI through Jquery library and Angular that I have used through web1 class

- Built a database and create a table to keep records of user login history, chat log, and users' posts

- Used external map API to store user's location and find nearby users

- Built a server that can access https request with Google Cloud Platform (GCP)

Java project with Object-Oriented Programming (2022. Fall)
Group project : create 2d maze game

- Using Java and Version control with git

- Wrote features for random maze generator with binary search algorithm

- Created video that appeal to users and explain game features

- Found potential errors as a user's position and then fixed the error

- Practice for optimizing code at the end)

Client-side Development (Web1) (2022. Fall)
Personal project: Create frontend web page

- Using Html, CSS, Javascript, Typescript, Angular, Jquery

- Using local and session storage in the web, save the user request while the web is running

Mechatronics Design (2022. Spring)
Group project : build robot design to solve problem and apply the code

- Using C, and robot kits

- Identified problems and resolve them within a given time to solve a given task (maze solve, line detector, and barcode reader)

- Selected the best option through communication with group members to improve problem solving

Unity 2D games (2022. Spring)
Personal project: create 2d games with C

- Created various 2D games by deciding on the design and operation of game objects with Unity

- Registered with the Google Play Store to learn how to collect data and information used by real users

- Learned about the concept and processing of revenue creation using Google Advertising API

Education

Simon Fraser University, Burnaby, BC (2022. Spring Present)
BSc. Computer Science – Software System

Douglas College, New Westminster, BC (2020. Fall 2021. Fall)
Computing Science

Soongsil University, Seoul, South Korea (2016. Spring 2018. Fall)
Material Engineering

Experience

Lab assistant (2017. Spring - 2018. Summer)

- Participated as a teaching assistant for an experimental class for freshmen

- Organized and analyzed the contents of research materials

- Regular attendance at weekly meetings to provide ideas for research direction and variable settings

Chemistry tutor (2016. Spring - 2017. Fall)

- Provided quality information through the organization and analysis of study materials for a study group

- Organized and analyzed the contents of research materials