

CONTACT

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SKILLS

Languages: Python (4/5), C (3/5),

Java (2/5)

Web: HTML&CSS (4/5), JavaScript (4/5), React (4/5)

Software: Git (4/5), Vim (5/5), LaTeX (4/5), GDB (4/5)

LANGUAGES

Korean (Fluent), Japanese (Basic)

INTERESTS

Violin / Photography / Hamilton /

Rock Climbing (Bouldering) /

Mechanical Keyboards

EDUCATION

University of California, Berkeley (Berkeley, CA)

Expected May 2020

B.A. Computer Science

GPA: 3.72 | Technical GPA: 3.87

Courses: Data Structures (61B), Algorithms (170), Operating Systems (162), *Databases (186), Introduction to Machine Learning (189), Data Science (100), Security (161), Machine Structures (61C), Web Design (198) (* In Progress)

WORK EXPERIENCE

Arista Networks (San Francisco, CA)

May - Aug 2019

Software Engineer Intern, CloudVision Team

- Streamlined CloudVision's web app UI/UX for creating network visualizations
- Created tools to easily import and export visualizations across network clusters
- Maintained middleware that sends Redux store data via websockets to backend
- Created React components to display network data from CloudVision backend

Internal Drive Technology (Palo Alto, CA)

June - Aug 2017

Game Design Instructor

- Instructed classes of 8 students in game development and Adobe Photoshop
- Created individual lesson plans, handouts and additional curriculum for students

PROJECTS

Pintos Operating System Extensions - C

- Extended the Pintos OS functionality from a bare-bones OS structure
- Implemented scheduling, user programs, syscalls, file system and its cache
- Drew up high level design documentation for each extension to the OS
- High emphasis on concurrency through threads and debugging large systems

Gitlet - Java

- Created a slim version control system that mimics Git's features
- Designed internal data structures and used Java's serializable interface
- Implemented 13 git commands such as merge, branch, global-log, status

One Night Ultimate Werewolf - React/Redux

Personal Project

- Designed a web application for a popular board game in React with Redux
- Used socket.io for real-time communication between clients and server
- Constructed React components and used Redux for state management

ORGANIZATIONS

Berkeley ANOVA Hackathon Team

Aug 2017 - Dec 2018

- Planned a hackathon for 80+ under-resourced high school students
- Facilitated sponsorship with event venue that reduced expected costs by 50%
- Assisted AP Comp. Sci. students at high schools near Oakland twice a week