

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: 3.75

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

- Created tools to easily import and export visualizations across network clusters
- Debugged & maintained middleware that connects to backend via websockets
- Streamlined CloudVision's web app UI/UX for creating network visualizations
- 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