IAN SOOHOO

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CAREER OBJECTIVE

To become a leader in the computer and technology space, with a degree in Computer Science, developing and delivering high-quality product and service experiences that people find reliable and intuitive.

EDUCATION

Dublin High School: California, 2013-2017

Past Coursework: PLTW Computer Science Principles, PLTW Digital Electronics, Computer Programming (Java), PLTW Introduction to Engineering Design, AP Computer Science (with Edhesive: 2015-2016)

EXPERIENCE SUMMARY

FOUNDER AND SENIOR ADVISOR: Gael Force Build (Engineering and Computer) Club, 2016-2017

Facilitated the formation of a new Engineering and Computer Projects club under the request of Robotics Club advisor

Coordinated the club chartering, and formed and advised a new officer team

GROUP LEAD/FOUNDING MEMBER: Gael SWAT Student Technology Program, 2016

Supervised creation of a new school-recognized student technology initiative

Prepared students in the program to assist other students, teachers, and staff with technology issues

IT AND MEDIA/DESIGN DIRECTOR: Dublin High Robotics Club, 2015-2016

Directed a team which developed internationally recognized club website and set up a server for club utilization

Created a modern club brand identity by unifying and overhauling existing design for new use cases

LEAD PROJECTS DIRECTOR: Dublin High Robotics Club, 2015

Oversaw six student-run project teams in designing and building projects that benefited the club and school

STUDENT SUMMER IT: Dublin Unified School District, 2016

Assisted Technology Department with summer projects, overhauled cable management

Analyzed WiFi Signal Strength, configured new computer stations, laid network wire, implemented new HDBaseT system

TECHNOLOGY PROFESSIONAL DEVELOPMENT: Dublin Unified School District, 2013, early 2016

Trained teachers and staff, during summer, on new district laptops, operating system, and Google apps services

Co-Participated with Chief Technology Officer in 1-to-1 sessions with teachers on specific technology use in the classroom

COMMUNITY

STUDENT TECHNOLOGY REPRESENTATIVE: DUSD Education Technology Committee, 2015-2017

Requested to serve two years as the first voice for the student body on the Education Technology Committee

Drafted bring-your-own-device Acceptable Use Policy to be utilized by over 8,000 students in 11 different schools

Updated Education Technology Plan to be in use by the district for at least two years

CONTRIBUTOR/FOUNDING MEMBER: Microsoft Windows Insider Program, 2014-Present

Founding member of the largest community of people who use tech to make a lasting impact on earth

Provided early feedback for Windows previews on features to be implemented in final global product

PROJECTS

ARDUINO LASER HARP, 2014-2015

Led a team in developing an Arduino-controlled harp with a picture frame as the structure and lasers instead of strings

ROBOTICS WEBSITE AND SERVER, 2015-2016

Overhauled the front-end website from existing HTML to fit the club's branding and needs, moving it to GitHub and with Python/Flask and MongoDB running via a reverse proxy on NodeJS and utilizing NGINX as the load balancer, on our own server hosted with Digital Ocean

TECH SKILLS

PLATFORMS Bash Terminal • Linux/*nix • Windows • macOS PROGRAMMING Java • Python (familiar) • HTML/CSS • Wiki Markup MISCELLANEOUS GitHub • Google Apps • Office 365 • Adobe Illustrator • Adobe Premiere Pro FAMILIAR WITH NGINX • Adobe Photoshop • Adobe After Effects • domain and server administration • LaTeX