

# Ian SooHoo

*Hello!* from the San Francisco Bay Area

Software Developer looking for an internship in software and UX engineering.

✉ hello@iansoohoo.me

🔗 github.com/capturetheworld

🌐 linkedin.com/in/iansoohoo/

🌐 IanSooHoo.me

## EDUCATION

San Jose State University // **BS Computer Science**

FALL 2017 - SPRING 2021 (EXPECTED)

Coursework: SQL Databases, Machine Learning and Tensor Flow, Python (Dataframes, SKLEARN, NumPY), Scala Functional Programming, Java Data Structures & Algorithms, Formal Languages, Cybersecurity, GPA: 3.30

## EXPERIENCE SUMMARY

**CK-12 // Interactives Learning Objects Development Intern**

SUMMER 2019

- Created 6 interactive math web apps for 4 open-source online textbooks in JavaScript and GeoGebra Script.
- Provided feedback and recommended user experience changes for pre-existing interactives to CEO, with 95% acceptance.

**Cornerstone Production Team // Technical Systems Engineer**

DEC 2017-PRESENT

- Overhauled 15 year old video, lighting, and audio system.
- Designed graphics, logos, and animated graphics masks to be used in a live production environment.
- Implemented Raspberry Pi and Arduinos to automate workflow and troubleshooting with volunteers.

**Upin // UX Design Intern**

SUMMER 2018

- Utilized SCRUM process for 2-week sprints at a startup company developing a social media app.
- Created wireframes, user flows, logos, and 20 UI concepts in Sketch App and Illustrator.
- Organized assets and sprints through Trello and Zeplin.

**Dublin Unified School District IT // Summer IT & Professional Developer**

SEPT 2013-MAY 2017

- Assisted Technology Department with summer projects, overhauled cable management.
- Trained teachers and staff, during high school summers, on new district laptops, operating system, and Gsuite/GAFE services rollout
- Spearheaded the development of a team of 20 student colleagues to help with IT throughout the high school

## PROJECTS

**JavaScript Responsive Diagram Creator**

2019

- Designed and created, with a team of 4, a webapp that aids students in creating UML class diagrams.
- Utilized JavaScript, HTML Canvas, and CSS to create a responsive web design.
- Received positive feedback for its functionality and design. Utilized by students in CS classes.

**AislesPro App**

2017

- Designed front-end of a "blended" shopping cart webapp utilizing Javascript, Google Firebase, and SVG.
- Web-app is a precursor to an app for tracking and gathering data about customer movements in a large retail store, using WiFi Access Point triangulation.

## SKILLS

**Languages:** SQLite3 • Python • Flask • Pandas DataFrames • Java • HTML/CSS • Liquid • Scala • TensorFlow (learning) • JavaScript (familiar) • Sketch App • Figma • Zeplin Asset Management • Adobe After Effects

**Platforms:** Bash Terminal • Linux/\*nix • Windows • macOS • Git/Github/BitBucket