

Ian SooHoo

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EDUCATION

University of Illinois at Urbana-Champaign, Online

MAY 2026 (expected)

Pursuing Master of Computer Science (MCS)

GPA: 4.0

San Jose State University, CA

MAY 2021

Bachelor of Science in Computer Science (BSCS)

GPA: 3.50

Unique coursework: Blockchain (**JavaScript** and Go), TensorFlow (on Anaconda), Advanced Python, Scala Functional Programming, Compiler Design, UCBx UI/UX Bootcamp (Figma, AdobeXD, Invision)

WORK EXPERIENCE

(Various) // Contractor: Video Engineer/Software

JAN 2021 - PRESENT

- Designed and implemented live video system for the Intel Creators Challenge 2022 **PC Building contest** for BentoGG.
- Technical **directed**, and operated as **eSports observer and video engineer** for HSGG, Carrot, and 2NU Productions eSports tournaments.
- Developed production orchestration software and designed and **built multiple editing PCs** for CF.

DocuSign // Software Development Engineer

MAY 2019 - JULY 2019

- Improved front-end user experience for 3 automation rules sections with both functional programming and polymorphism, for the 3rd party connections team.
- Developed with **TypeScript, React.js**, and **NestJS**, and coordinated with 5 design and language localization teams across the company.
- Strategized and created app connection info pages, using **React, CSS**, and Typescript, with OAuth2.0.
- Generated 20 unit tests for React components using Jest and **React Testing Library**, and contributed debugging details via internal Kazmon data queries.

CK-12 // Interactives Software Development Intern

MAY 2019 - JULY 2019

- Implemented **6 JavaScript web apps** for four open-source digital textbooks as part of the math interactives developer team.
- Modernized user experience and design for pre-existing web apps utilizing GeoGebra script.
- Strategized website improvements for the CEO, with 90% acceptance.

SKILLS

LANGUAGES: Python • Java • **JavaScript** (NodeJS)/TypeScript • GoLang (familiar) • **HTML/CSS/EJS**

OTHER: **React.js** • **PC Building** • **Photoshop** • DataFrames • NumPY • Matplotlib • Figma • AWS • *nix

HIGHLIGHTED PROJECTS

API Endpoint Explorer (2022)

- A REST API endpoint explorer built in **ReactJS** with FETCH and error catching, which takes in a JavaScript object with fields, API call type, and other details.
- Displays server response using JSON.stringify() on a responsive page.
- Dynamically renders available fields and stores user input with HTML, JSX, and combined React Hooks.

Pastime – Post-COVID Activity Finder (2021)

- Led a team of 3 and built a NodeJS web app that pulls recreational activity information from MongoDB.
- Secured user information with the NPM Crypto library and created a virtual currency and wallet.
- Implemented a responsive front-end with EJS templating, Bootstrap, and **CSS Grid**.

Responsive Diagram web app (2019)

- Designed and engineered, a web app, with a team of 4, that aids in creating digital UML class diagrams.
- Utilized by students in Computer Science classes at the university.
- Wrote a responsive 8 component front-end with **JavaScript, HTML Canvas, and CSS**.