Ian SooHoo

San Francisco Bay Area
Software Developer looking for an internship in software and UX engineering.

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EDUCATION

San Jose State University // **BS Computer Science**   FALL 2017 – SPRING 2021 (EXPECTED)

Relevant coursework: Machine Learning and Tensor Flow (on Anaconda), Advanced Python, Scala Functional Programming, Java Data Structures & Algorithms, Formal Languages, Cybersecurity

EXPERIENCE SUMMARY

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.

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.

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

Responsive Diagram Creator   2019

Designed and created, with a team of 4 people, a webapp that can aid students in creating UML object and class diagrams. Utilized JavaScript, HTML Canvas, and CSS to create a responsive window. Project received positive feedback for its functionality and design.

AislesPro   2017

Designed the frontend of a "blended" shopping cart webapp utilizing Javascript, Google Firebase, and SVG. Web-app is a precursor to being able to track and gather data about customer movements in a large retail store, using WiFi Access Point triangulation, in theory. Data would be marketable to advertisers and store owners.

SKILLS

Languages: Python • Flask • Pandas DataFrames • Java • HTML/CSS • Liquid • Scala (learning) • TensorFlow (learning) • JavaScript (familiar) • Sketch App • Zeplin Asset Management • Motion/Adobe After Effects
Platforms: Bash Terminal • Linux/*nix •Windows •macOS • Git/Github/BitBucket