**Ian SooHoo**

**San Francisco Bay Area, open to working immediately**

A close up of a sign

Description automatically generatedA picture containing sky, saw

Description automatically generatedhello@iansoohoo.me github.com/capturetheworld [linkedin.com/in/iansoohoo/](https://www.linkedin.com/in/iansoohoo/) [IanSooHoo.me](http://iansoohoo.me/)

EDUCATION

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| --- | --- |
| **University of Illinois at Urbana-Champaign, Online**  Pursuing Master of Computer Science (MCS) | **MAY 2026 (expected)**  GPA: 4.0 |
| **San Jose State University, CA**  Bachelor of Science in Computer Science (BSCS) | **MAY 2021** GPA: 3.50 |

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

WORK EXPERIENCE

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| **(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,** andTypescript**,** withOauth2.0. * 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

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| --- | --- | --- | --- | --- | --- | --- |
| |  |  | | --- | --- | | **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**.**  |  |  | | --- | --- | | **Pasttime – 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.** |