**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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| **San Jose State University, CA**  Bachelor of Science in Computer Science (BSCS) | **MAY 2021** GPA: 3.45 |

**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

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| **DocuSign** // Software Development Engineer | **JUNE 2022 – SEPTEMBER 2022** |
| * 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. * Documented team practices and sandbox environment setup to improve onboarding efficiency. | |
| **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. * Coauthored first standardized style guidelines document with 2 team members. | |
| **Upin** //UX Engineer Intern | **JANUARY 2018 – OCTOBER 2018** |
| * Designed wireframes, user flows, logos, and over 20 UI concepts in Sketch App and Illustrator. * Managed 30+ assets and lead sprints through Trello and Zeplin for the UX team.   SKILLS   |  | | --- | | LANGUAGES: **Python** • Java • **JavaScript (NodeJS)/TypeScript** • **GoLang** (familiar) • HTML/CSS/EJS/JS OTHER: **React.js** • DataFrames • NumPY • Matplotlib • BeautifulSoup • MongoDB • **AWS** • \*nix | | |

HIGHLIGHTED PROJECTS

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| |  |  | | --- | --- | | **API Endpoint Explorer (Nov 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 (May 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.** |