**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**  Master of Computer Science (MCS) | **2023-IN PROGRESS**  GPA: 4.0 |
| **San Jose State University, CA**  Bachelor of Science in Computer Science (BSCS) | **2017- 2021** GPA: 3.50 |

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

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 • Figma • **DataFrames • NumPY • Matplotlib • BeautifulSoup** • MongoDB • AWS• \*nix | | |

HIGHLIGHTED PROJECTS

**Opcode Machine Learning for HMM-based Metamorphic Virus Detection**

* Built an opcode file processor in **Python 3** that analyzes thousands of files in seconds and generates a Hidden Markov Model (neural network) compatible output file.
* **Architected an algorithm** to tally the 30 most frequent opcodes in the folder family and truncate the remaining pool while incorporating **NUMPY** and **Python dictionaries** to produce a clean output.

**API Endpoint Explorer**

* 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**

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