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# CAREER OBJECTIVE

To become a leader in the technology space, with a degree in Computer Science and an emphasis on User Experience and Design, developing and delivering high-quality product and service experiences that people find reliable and intuitive.

# EDUCATION

## San Jose State University: California, 2017-2021 (expected)

Past Coursework: CS 146 (Algorithms), CS 46B (Java Data Structures), CS 47 (Computer Architecture), Math 42 (Discrete), CS 151 (Object Oriented Programming), CS 154 (Formal Languages), CS 149 (Operating Systems)

## Dublin High School: California, 2013-2017

# EXPERIENCE SUMMARY

## Interactives Learning Objects Intern: CK-12, 2019

Created numerous interactive math activities for open-source online textbooks in JavaScript and GeoGebra Script

Provided feedback and recommended user experience changes for pre-existing interactives to CEO

## UX Designer: Upin, 2018

Utilized SCRUM process at a startup company developing a social media app

Created wireframes, user flows, logos, and UI concepts

## TECHNICAL MANAGER: CF-Production, 2017-Present

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

## STUDENT SUMMER IT ASSISTANT: Dublin Unified School District, 2016

Assisted Technology Department with summer projects, overhauled cable management  
Analyzed WiFi Signal Strength, configured new computer stations, laid network wire, implemented new HDBaseT system

## TECHNOLOGY PROFESSIONAL DEVELOPMENT: Dublin Unified School District, 2013, early 2016

Trained teachers and staff, during summer, on new district laptops, operating system, and Google apps services  
Co-Participated with Chief Technology Officer in 1-to-1 sessions with teachers on specific technology use in the classroom

# COMMUNITY

## STUDENT TECHNOLOGY REPRESENTATIVE: DUSD Education Technology Committee, 2015-2017

Requested to serve two years as the first voice for the student body on the Education Technology Committee   
Drafted bring-your-own-device Acceptable Use Policy to be utilized by over 8,000 students in 11 different schools  
Updated Education Technology Plan to be in use by the district for at least two years

**CONTRIBUTOR/FOUNDING MEMBER:** Microsoft Windows Insider Program, 2014-PresentFounding member of the largest community of people who use tech to make a lasting impact on earth  
Provided early feedback for Windows previews on features to be implemented in final global product

# PROJECTS

**ROBOTICS WEBSITE AND SERVER**, 2015-2016

Overhauled the front-end website from existing HTML to fit the club’s branding and needs, moving it to GitHub and with Python/Flask and MongoDB running via a reverse proxy on NodeJS and utilizing NGINX as the load balancer, on our own server hosted with Digital Ocean.

**AISLESPRO WEBAPP AND SITE**, 2017

Started the frontend of a “blended” shopping cart webapp utilizing Javascript, Google Firebase, and SVG. Webapp 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.

**RESPONSIVE DIAGRAM CREATOR**, 2019

Designed and created, with a team of 4 people, a webapp that can aide students in creating UML object and class diagrams. Utilized JavaScript, HTML Canvas, and CSS to create a resizable window that filled the screen. Project received remarks for its functionality and design.

# TECH SKILLS

# PLATFORMS Bash Terminal • Linux/\*nix •Windows •macOS • Git/Github • domain and server administration PROGRAMMING Java • Python • HTML/CSS • Liquid • JavaScript (familiar) DESIGN Sketch App • Zeplin Asset Management • Illustrator • Premiere Pro • Apple Motion • Adobe After Effects