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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: Algorithms, Java Data Structures, Computer Architecture, Discrete Math, Object Oriented Programming, Formal Languages, Operating Systems, Advanced Python

## Dublin High School: California, 2013-2017, Advanced Diploma with Engineering and Computer Science Recognition

## EXPERIENCE SUMMARY

## Interactives Learning Objects Development 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 ENGINEER: 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

# PROJECTS

**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