

Christopher Min

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EDUCATION

Boston University, Boston, MA

Expected May 2025

B.A. in Computer Science, Minor in Business Administration

- Selected Coursework: Computer Systems, Probability, Algorithm Design and Analysis, Geometric Algorithms, Design of Programming Languages, Software Engineering
- Activities: Hack4Impact, BUILDS, HackMIT, Questrom Ascend

EXPERIENCE

New Light, Boston, MA

June 2023 - Current

Freelance Developer

- Spearheaded a two-person team to successfully develop and implement a solution that achieved a 100% reduction in the organization's website-related expenses.
- Employed React.js and TailwindCSS, HTML, and JavaScript to design a responsive static website, successfully incorporating Google Calendar and Google Maps APIs to boost user engagement and improve site functionality.

Boston University, Boston, MA

September 2023- Current

Course Assistant: Geometric Algorithms

- Implementing office hours into study sessions to answer questions and review concepts for 3 hours a week.
- Critiquing and grading problem sets for 240+ students and offering insights as to correcting their mistakes.
- Collaborating with the Professor and 11 other TA's to deliver course materials to students more efficiently.

Foundation Relations, Boston, MA

September 2021 - Current

Office Assistant

- Developing a solution utilizing Microsoft Power Automate to scrape content from the university's foundation relations email to then record the information onto a spreadsheet, to improve work efficiency by 20%.
- Facilitated collaborative efforts with supervisor to conduct thorough analysis of the casino industry and reviewing CSR/ESG reports to unearth 6 new and highly lucrative business prospects.
- Achieved 100% effectiveness in organizing and accurately managing Boston University's Blackbaud database, recording data from faculty-corporate communications.

PROJECTS

Music App

June 2023 - Current

- Led a team of 2 to develop a feature-rich music app employing a combination of Next.js, React.js, Supabase, and PostgreSQL, enabling users to effortlessly upload, fetch, and play uploaded MP3 files within a user-friendly interface.
- Utilized agile development methodologies to conceptualize, prototype, and fine-tune song skipping and volume scrolling functionalities, resulting in a fluid and intuitive music navigation system.
- Engineering an algorithm that employs advanced waveform and metadata analysis techniques to precisely detect and anticipate the timing of the exhilarating beat drops within MP3 files.

Hand Recognition Project

June 2023 - July 2023

- Skillfully utilized the powerful capabilities of Google's MediaPipe framework and harnessed the potential of OpenCV to meticulously design and implement a highly resilient hand recognition program.
- Developed a rock, paper, scissors game that integrates hand recognition technology and facilitates competitive player vs player interactions.

TECHNICAL SKILLS

Languages: Python, Java, C, C++, JavaScript, HTML/CSS, TypeScript, SQL

Technologies: React.js, Next.js, Express, MongoDB, Bootstrap, PostgreSQL, Linux

Developer Tools: Git, VS Code, Emacs

Libraries: NumPy, Matplotlib, Pandas