Corey An

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EDUCATION

Northeastern University, Boston, MA — September 2019 – Present
Khoury College of Computer Sciences — GPA: 3.7/4.0
Candidate for Bachelor of Science in Computer Science, 2024
Relevant Coursework: Fundamentals of Software Engineering, Algorithms & Data, Object-Oriented Design, Database Design, Computer Systems, Foundations of Data Science, Foundations of Cybersecurity, Discrete Structures, Calculus 1-3
Honors: Dean's List
Activities: Alpha Kappa Sigma Fraternity, Study Abroad (N.U.in Greece)

TECHNICAL KNOWLEDGE

Languages: Java, Python, HTML, CSS, JavaScript, TypeScript, React, MySQL, PostgreSQL, Apex, C, R
Applications: AWS, Salesforce, Jira, Git/GitHub, Snowflake, Tray.io, VSCode, Jupyter Notebook, MySQL Workbench

WORK EXPERIENCE

Wood Mackenzie — Boston, MA
Site Reliability Engineer — July 2023 – Present
- Enhanced existing Python automation to redirect ticket generation to a new ServiceNow instance
- Optimized Python codebase by abstracting duplicate code and reducing excess resources that are pulled from AWS

Drift — Boston, MA
Business Systems Engineer — July 2022 – December 2022
- Automated user permissions assignment in Salesforce with Apex, optimizing the assignment process by 75%
- Constructed SQL queries in Snowflake to extract records and utilize Tray.io workflows to automatically populate object fields within Salesforce
- Updated old dependencies and removed unnecessary components to free up critical storage in Salesforce

PROJECTS

Covey.Town Badges — February 2023 – April 2023
- Expanded an open-source game/social platform to support a real-time achievement feature for users to earn badges
- Utilized TypeScript and React to implement 5+ achievements and display badges on each user's profile
- Created a user login and persistent database via PostgreSQL to allow users to log into their profile between sessions

Personal Website — January 2022 – Present
- Developed and designed a personal website using HTML, CSS, and JavaScript in IntelliJ and is hosted on GitHub
- Website is interactive, dynamic, and includes further details about projects and experience

NBA Most Improved Player (MIP) Award Prediction — November 2021 – December 2021
- Predicted the NBA's next MIP using Python and machine learning models via Scikit-Learn
- Extracted and cleaned datasets of various players with the Pandas library to be used for model training/testing
- Analyzed prediction results after training and tuning machine learning algorithms

Image Processor — June 2021 – July 2021
- Built an image processor with Java that applies visual modifications to images of various types (PNG, JPEG, PPM)
- Implemented a GUI with Java Swing for users to upload images and choose modifications such as blur and sharpen
- Created tests for each function using JUnit to easily locate bugs and ensure each component is working properly

FreeCell Solitaire Game — May 2021 – June 2021
- Designed a Solitaire game with Java using a Model-View-Controller design pattern and Object-Oriented principles
- Iteratively added new features to the game by expanding upon the already-existing code base
- Thoroughly tested all game functions with JUnit to achieve correct program behavior

INTERESTS

Gym | Reviewing Pizza | Basketball | Spotify Playlists | Video Games