Sekyun Oh
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EXPERIENCE

Tech Savvy Mobile Co., Ltd   Seoul, Korea. Dec 2016 – July 2017
Software Engineer Intern
- Developed dynamic web applications for Tech Savvy user-interactive platform by using JavaScript, CSS3, HTML5, Bootstrap and jQuery.
- Completed error handling, data validation and debugging system problems to improve loading workload of website.
- Forged a new function into an iOS mobile app to convert speech to text using Objective-C/Swift libraries so the app becomes more user-interactive.
- Slashed extracting data cost 20% by re-designing database structure and optimizing complicated queries while maintaining an existing SQL service with front-end.
- Achieved an ability to work as a team using remote repository such as GitHub.

COURSEWORK

- Data structure and Algorithms
- Computer Organization and Assembly
- Database Design
- Programming in C and Bash
- Server/Client Web Development
- Object-Oriented Programming and Design in Java

PROJECTS   *more at https://github.com/dhtprbs12*

You-niversity iOS Mobile Application – Node.js, Amazon Web Service, Swift, MySQL
- Succeeded the iOS mobile app that allows users to view and compare all universities across the United States without searching one by one.
- **Structured Data Engine** – more than 2,600 structured data being stored in MySQL on an AWS RDS instance and used to display in search results.
- **Web Crawler** – written in JavaScript using Node.js libraries, which analyzes a website, finding an associated data, and store them into MySQL on an AWS server.

Data Visualization – Python
- **USD to KRW Exchange Rate** – implemented a map between USD and KRW to demonstrate its changing process from 2000 to 2019 by using Python.
- **Cabbage Price AI** – used a linear regression model with Python as extracting 3,000 data from CSV file to predicate a cabbage's price by 1.8% error rate.

YouTube Data API v3 – Python (Django)   *http://13.52.12.17:8000/main/*
- Program a bot that receives a keyword from user and displays every video associated with the keyword in ascending order using YouTube data API.

Game Development – Java
- Challenge myself to develop games to understand algorithm used in the games such as Tetris or Othello and trying to improve it so that it fulfills "less code better work".

SKILLS

- Languages/frameworks: Java, C, JavaScript, SQL, HTML, CSS, Swift, Python, Node.js
- Technologies: Linux/Unix, AWS, Git, YouTube API, Google Public DNS

EDUCATION

University of Arizona   Dec 2019 (Expected)
Bachelor of Science in Computer Science
International Tuition Award | GPA: 3.5 / 4.0