Dohyun Moon

+1 (343)-777-1702
d6moon@uwaterloo.ca
github.com/dohyunmoo
LinkedIn

Skills

- **Languages:** Python, C, C++, Terraform, HTML, CSS, JavaScript, C#, Groovy, Powershell, YAML
- **Other:** Ansible, Azure DevOps, vSphere, Jenkins, Git, Pester, Linux CLI (Ubuntu and CentOS), Docker, Selenium, Jira, Katalon Studio, Visual Studio, Ranorex Studio, Bitbucket

Experiences

DevOps Software Developer @ Imagine Communications – Waterloo, ON — May 2021 – August 2021

- Developed and provisioned Linux and Windows virtual machine networks using Terraform on vSphere client and deployed Docker containers on the created Linux virtual machines using Ansible within the Terraform scripts.
- Created and configured foundational automated testing jobs written in Pester on Jenkins server using its built-in Groovy pipeline language for future tests.
- Wrote Ansible scripts using YAML to deploy new Docker containers on target machines using their newest versions and implementations.

QA Automation Specialist @ Method:CRM – Toronto, ON — September 2020 – December 2020

- Created automated testcases to test errors and bugs on Quickbooks customer relationship management products using Groovy and Katalon studio.
- Collaborated with different teams to find errors on newly launching products and to find ways to make it eligible for new testcase implementations.

QA Specialist Internship @ Titus – Ottawa, ON — January 2020 – April 2020

- Used C# and Ranorex studio to design and test online security softwares for Microsoft Office Suite, WIndows File Explorer, and Microsoft Outlook.
- Collaborated with software developers and QAs in different teams to find the causes of the introduced bugs/errors and to update the test scripts to apply them on the newest versions of the products as well as their legacy versions.

Personal Projects and Activities

Alphabets Raindrop Effect - github.com/dohyunmoo/Raindrops

- Illustrated a raindrop effect with letters in my name and a collision effect between raindrops and a movable umbrella object using HTML canvas, CSS, and OOP of Javascript.
- Implemented an algebraic formula to check for collision between the objects to carry out a realistic raindrop effect and make the project visually appealing.

Double-Ended Queue - github.com/dohyunmoo/Double-Ended-Queue-ECE250

- Implemented a double-ended queue system with C++ using OOP and linked list data structure that outputs the content requested by the input commands (push items front/back, clear queue, etc.) and whether the input commands have successfully executed or not.
- Kept the commands to maintain their optimal runtimes using appropriate looping methods.
- Compiled the files using a Makefile and tested on the Linux environment using the input test files, then compared the outputs of the queue with the output test files using a file-comparing command in Linux.

Pokémon Image-Name Matching Game - github.com/dohyunmoo/Pokemon_Image_Matching

- Pokemon image and name matching game using Python tkinter and a public PyPokedex repository.
- Implemented using OOP to retrieve pokemon data and sprites from the repository and used PIL Image library in Python to render the retrieved images in the data and display the images on tkinter window.

Education

Candidate for BASc. Computer Engineering @ University of Waterloo

- Ranked in the 1st quartile of student academic performance for the cohort.