Dohyun Moon

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Website

Skills

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

Technologies: Pandas, NumPy, Beautifulsoup4, PyFPDF2, Flask, Selenium, PyTest, Firebase, React Native

Tools: Gitlab, Docker, Linux CLI, Jira, Jenkins, Android Studio, Robot Framework, Katalon Studio

Education

University of Waterloo

Computer Engineering (co-op) B.A.Sc.

Experience

Software Developer - Quantum Bridge Technologies: O Toronto, ON - E Sep 2023 - Dec 2023

- Worked on developing the Quantum Key Distribution Simulation software by implementing key input/output processing modules, optimizing user experience, and investigating Python-based GUI enhancements.
- Implemented the output processing module for the program, incorporating a PDF simulation report generation feature using PyFPDF2, with support for scientific symbols and ensuring proper document formatting.
- Established and managed a robust CI/CD pipeline for the QKD Simulation program on GitLab, integrating Sphinx documentation, PyTest for unit testing, and enforcing code quality through PyLint and Black.

Systems Software Developer - Ford Motor Company: • Kanata, ON - 🛱 Jan 2023 - Apr 2023

- Worked on developing and customizing scripts to streamline software development processes, including creating a Bash script to facilitate an Adaptive AUTOSAR development environment for multiple teams on Linux.
- ♦ Demonstrated ability to ensure seamless **Bash** script compatibility across multiple version releases, resulting in efficient updates for all users.

- Utilized Python and Robot Framework to develop automated solutions for efficient resolution of customer ticket flows related to various network device issues.
- Expertly analyzed customer ticket data to generate prioritized monthly master plans for automated solutions, based on thorough data analysis.

- Developed and provisioned Linux and Windows VM networks using Terraform on vSphere client, deploying Docker containers using Ansible within the Terraform scripts.
- Configured foundational automated testing jobs on Jenkins server using Pester and Groovy pipeline language.

Projects

UFC Matchup Outcome Predictor – Python

- Designed and implemented a Python program utilizing advanced algorithms to predict the outcome of hypothetical UFC matchups, considering factors such as weight class difference, experience, and age.
- Developed a user-friendly GUI using **Tkinter** and implemented Beautifulsoup4 to extract fighter images from UFC websites, optimizing the process with user-inputted fighter information.

Sorting Algorithm Visualizer – HTML, CSS, JavaScript

- ♦ Developed an interactive sorting algorithm visualizer using **HTML**, **CSS**, and **JavaScript** which allows users to witness the sorting process of various algorithms (bubble sort, selection sort, insertion sort, and quicksort) in real-time.
- Observing the blocks transition from an unsorted arrangement to a gradient showcases the sorting logic effectively.

City of Waterloo Drivers' App (Fourth Year Design Project) – Python, TypeScript (React Native)

- Designed and built driver's utility app for the city of Waterloo using **Python** and **TypeScript** as a fourth-year design project with three fellow fourth year computer engineering students.
- Developed a mock City of Waterloo government server using Flask to simulate real-world functionalities, including processing speeding, red-light, and parking tickets, validating user information, and handling ticket payments.
- Enhanced the user experience by incorporating an interactive Google Map with custom markers for nearby speeding traps, red-light cameras, and parking availability, all built with **React Native**.