David Sohn

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Education

Chapman University Orange, CA

Bachelor of Science in Computer Science, ***GPA****: 3.96* *Expected Graduation May 2027*

Relevant Coursework: Object-Oriented Programming, Data Structures and Algorithms, Computer Architecture, Data Comm/Computer Networks, Operating Systems

Technical Skills

Languages: Java, Python, C++, C, SQL (Postgres), Swift, JavaScript/TypeScript, HTML/CSS, XML, JSON
Frameworks: React, Spring Boot, MyBatis, SwiftUI
Developer Tools: Git, Docker, AWS, Aider, OpenMV IDE, Xcode, Wireshark, Jenkins, Edge Impulse, Roboflow

Experience & Research

Software Engineering Intern Jun. 2024 – Aug. 2024

SyWorks *Seoul, South Korea*

- Built a secure role-based access control system and full CRUD functionality for a multitenant platform serving multiple university clients, using Spring Boot, MyBatis, and PostgreSQL, ensuring proper data isolation and permission handling per institution
- Scaled the RBAC component for reuse across future SyWorks products, unlocking faster onboarding of new institutional clients and improving internal development efficiency
- Adapted quickly to a fast-paced, bilingual environment—translating and mediating between Korean and English during team collaboration—and managed project timelines independently to deliver features on schedule

LLM Researcher Jun. 2025 – Aug. 2025

Algoverse *Remote*

- Earned selection into a competitive 12-week research program with light mentorship from industry experts
- Proposed and developed Chrono-MemBench, a novel memory telemetry system for small LLMs using a joint sparse autoencoder and live diagnostic metrics
- Designed and executed the GPT-2 training workflow; verified the novelty of key metrics and co-wrote an in-progress research paper for publication

Undergraduate Researcher May 2024 – Dec. 2024

Chapman University *Orange, CA*

- Secured competitive research grant funding to develop a vision-enabled walking stick to detect obstacles and crowds. Trained detection models using OpenMV, Edge Impulse, and Roboflow, and integrated haptic feedback via Arduino
- Managed all aspects of the project independently, including proposal writing, budgeting, timeline planning, technical execution, and equipment coordination

Projects & Awards

Chat Game Simulation Apr. 2025

Chapman University *Orange, CA*

- Developed a multithreaded Java chat server/client with TCP sockets supporting unique usernames, broadcast messaging, custom in-chat commands, and host-driven game mechanics; architected Client and ClientHandler classes ensuring synchronized ArrayList-based state management across threads

CruzHacks 2024 President's Pick Award Recipient Jan. 2024

University of California, Santa Cruz *Santa Cruz, CA*

- Developed an iOS dash-cam app with real-time dual-camera capture, storage/export features using Swift/SwiftUI/AVFoundation, coordinating bi-weekly team progress tracking

C++ Multi-Level Game Simulation Oct. 2024

Chapman University *Orange, CA*

- Built a modular, maintainable C++ multi-level game simulation using object-oriented design; implemented autonomous agent state transitions (lives, power, coins), pathfinding logic, real-time text output logging, and Docker-based environment control for reproducible builds