

Eugene Ahn

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Education

Georgia Institute of Technology
Bachelor of Science in Computer Science, Minor in Industrial Design
Concentrations in People and Media
GPA: 3.47

Atlanta, GA
May 2020

Experience

Georgia Institute of Technology
Student Assistant, College of Computing, Department of Communications

- Assist with dean level events speaking to stakeholders of the college
- Set up and break down event collateral
- Capture and manage photos to update the college's website
- Organize and maintain storage facilities for the Communications department

Atlanta, GA
August 2016 – Present

Skills

Programming: Python, Java, C, HTML, CSS, Javascript
Design Tools: Sketch, Balsamiq

Projects

I Died on a Full Stomach

- A Gameboy platforming game coded in C

Pirate's Booty

- A Chrome plug-in that gives a score to a song based on its popularity
- Worked on the overall designs for the plug-in

BuzzFoods

- Designed a prototype for a mobile app that helps GT students share meal swipes with one another
- Conducted user research and created wireframes

The Center for Hard to Recycle Materials(CHARM) iOS application

- Designed a prototype for an app for those affiliated with the recycling facility
- Currently building the application from the ground up for the client to release by the end of the semester

Activities & Leadership

Georgia Tech League of Legends Club Secretary

- Organized club events and managed amateur teams within the club

August 2018 – December 2018

University League of Legends Team

- Participated in a collegiate level tournament

August 2017 – May 2018

Tech the Halls

- Participated in an event that helps underprivileged children celebrate the holiday season

December 2016

Dean's List

- Awarded freshman and sophomore year for a high academic average

Interests

- UI/UX
- Competitive Gaming