Eugene Ahn

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EDUCATION

Georgia Institute of Technology   **Atlanta, Georgia**
Bachelor of Science in Computer Science
Minor in Industrial Design
Concentrations in People and Media   *August 2016 -Present*
- GPA: 3.47

EXPERIENCE

Georgia Institute of Technology   **Atlanta, Georgia**
Student Assistant, College of Computing, Department of Communications   *August 2016 – Present*
- Assist with dean level events speaking to stakeholders of the college, setting up and breaking down event collateral
- Capture and manage photos for the college's website
- Work within content management systems to design and disseminate invitations and surveys
- Organize and maintain storage facilities for the Communications department

SKILLS

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

PROJECTS

Games: "I Died on a Full Stomach"
- A Gameboy game coded in C
- https://github.com/eahn2016/FullStomach

Mobile: Android application that helps the homeless find shelter
- Worked on the front-end
- https://github.com/KPPhiri/BuzzShelter-SocialGood

Web: Chrome plug-in that gave a score based on a song's popularity
- Worked on the front-end
- https://github.com/KunFZ/HackGTeeny

UI/UX: BuzzFoods
- Designed a prototype for a mobile app that helps GT students share meal swipes with one another
- Conducted user research and used the information to create a wireframe

The Center for Hard to Recycle Materials(CHaRM) iOS application
- Designed a prototype for the app based on the people who recycle at CHaRM

ACTIVITIES and LEADERSHIP

Affiliations: Georgia Tech League of Legends Club Secretary (2018)

Activities: University League of Legends Team (2017 - 2018)

Volunteer: Tech the Halls (2016)

Awards: Dean's List – Awarded freshman and sophomore year for a high academic average
Chade Foundation Scholarship Recipient (2017)
Korean American Scholarship Foundation Recipient (2017)

Interests: Competitive gaming
UI/UX design