Geon Youn

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EDUCATION

McMaster University   Sep. 2021 – Apr. 2024
Bachelor of Arts in Computer Science
- COMPSCI 2ME3: design patterns, design principles, SDLCs, and program specification
- COMPSCI 2C03: data structures and algorithms

TECHNICAL SKILLS

Languages: C++, C, Java, Python, Haskell, Elm, ASM
Developer Tools: Git, Visual Studio, Cheat Engine, ReClass, IDA Pro, x64dbg, Eclipse, Jupyter, VS Code
Libraries: Windows, OpenGL, DirectX

PROJECTS

TheTrigProject | *Agile SDLC, Git, Elm, VS Code*   Jan. 2022 – May 2022
- Applied the **agile software development life cycle** by creating prototypes each week and making improvements through feedback from interviews with grade 11 and 12 students and teachers
- Collaborated in a group of 5 through **GitHub**
- Coded the project using **Elm** and **VS Code**
- Maintained the repository over **5 months**
- Increased students' ability to understand the basics of trigonometry

LEADERSHIP EXPERIENCE

Rowing | *Time Management*   Nov. 2017 - Present
- Acquired **bronze** in the 4X in CSSRA during high school rowing
- Trained **six days per week** to win medals in regattas

McMaster Computer Science Society | *Collaboration, Communication, Planning*   Sep. 2022 - Present
- Planned events for students in McMaster's computer science program
- Managed feedback from students and forwarded them to professors and council members