**Doyeon Yun**

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# EDUCATION

**University of California Irvine – Class of 2024** Irvine, CA

*Bachelor of Science in* ***Software Engineering***

# TECHNICAL SKILLS

| * **Database Programming:** SQL/1 year * **Language**: English, Korean(native) | * **Programming Language:**C++/2 years, Java/1 year, Python/4 years, Django/1 year, React/1 year |
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# PROFESSIONAL EXPERIENCES

## Joypin Seoul, South Korea

*Internship* Jul 2023 – Aug 2023

## Designed and executed a website utilizing React, contributing to the user interface and overall user experience enhancements.

## Acquired foundational knowledge of the NFT and blockchain market, broadening expertise in emerging digital trends.

## Child Health Clinic Seoul, South Korea

*Data Analyst* Nov 2020 – Jul 2022

## Designed and developed a Python-based software application to efficiently manage children's information, schedules, and attendance, simplifying the process of finding relevant information

## Created and implemented interactive Scratch coding sessions to introduce fundamental coding concepts to children, resulting in increased interest and understanding of coding among participants

## Created a user-friendly application using Python to collect children's feedback through voting on various topics, such as class president and activities, promoting engagement and participation

# SERVICE

## UCI Like Lion (Coding Club) Irvine, CA

*Board Member* Sep 2022 – Oct 2023

* Actively engaged with fellow students to enhance technical skills and knowledge, fostering collaboration and learning opportunities to construct a personal path to success, as well as gather information on school courses
* Led weekly meetings to collaboratively tackle challenging coding problems on Leetcode, honing technical skills and preparing for future technical interviews
* Participated in an ideathon to develop a daily diary website with a unique reward system, earning qualification for the first round by proposing a feature to provide users with a tangible diary after writing for 6 months consecutively

# PROJECTS

**UCI Database Research** Irvine, CA

*Developer* Dec 2023 – Present

* Implemented an application that gathers data for video based surveillance purposes.
* Designed an application uses smaller databases that work together instead of using a big database to minimize the time.
* Using AnyLog which is a smaller database that works with SQL and MongoDB.

**UCI Schedule Website Hackathon** Irvine, CA

*Developer* Jan 2023 – Jan 2023

* Facilitated effective communication within the team to identify and address issues with the previous school schedule website, leading to the development of a basic framework for the next steps of the project
* Designed and proposed innovative features for a school schedule website, including consolidating information onto a single page for ease of use and creating a backpack functionality to enable users to add multiple courses at once
* Successfully implemented a new school schedule website prototype with improved usability, utilizing a single-tab design for consolidated information and a clean, concise UI created with the Redux framework

**Application and Game Development** Irvine, CA

Jul 2022 – Present

* Designed and developed a Python-based shooting game as a personal side project, incorporating multiple sound effects to enhance user engagement and entertainment
* Developed a user-friendly interface for an omok game and implemented various rules to ensure balanced gameplay
* Developed a Django-based mock-up of Instagram, accurately replicating key features and interface elements.