Seattle, WA

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**KEVIN** RYOO

Software Engineer

EDUCATION

**B.S. Computer Science**

University of Washington – Seattle, WA

Expected Graduation: December 2021

GPA: 3.52

**A.S. Computer Science Transfer**

Highline College – Des Moines, WA

Graduated: June 2018

GPA: 3.99

SKILLS / TOOLS

* Java, Ruby on Rails, HTML, CSS, JavaScript, SQL, Avro, Kafka

WORK EXPERIENCE

**Shopify** | SDE Internship - Commerce Trust & Integrity Team | July 6 ~ Sept 25 2020 | Ruby on Rails

* Distributed workload to microservice which reduced job processing time by 9.5 hours a day
* Refactored and decoupled legacy code while ensuring reusability, readability, and maintainability
* Collaborated with senior engineers using high quality design patterns

PROJECTS

**Flight Booking Service** | Class Project | March ~ June 2019 | Java, Azure, SQL

* Established a database system connecting a program on an Azure server
* Implemented flight booking application which contains features such as create account, login, logout, itinerary search, book, reservation, and payment

**Sorting Algorithm Visualization** | Personal Project | August 2019 | HTML, CSS, JavaScript

* Self-taught JavaScript and program callbacks
* Visualized the sorting process for various sorting algorithms

**Biography Page** | Personal Project | June 2019 | HTML, CSS, JavaScript | [https://gubaee.github.io/KevinRyoo](https://gubaee.github.io/KevinRyoo/)

* Self-taught and designed biography page over summer

LEADERSHIP EXPERIENCE / AWARDS

**Citadel Terminal** | Hackathon | October 2019

* Collaborated with team to come up with a strong game algorithm
* Placed 4th in the tournament

**Pedrizetti Family Endowed Scholarship** | @Computer Science & Engineering | 2018 ~ 2019

* Selected as one of the scholarship recipients among Computer Science major students for 2 years

**Vice-president of Computer Science Club** | @Highline College | 2017 - 2018

* Provided number of ideas prior to Hackathon in order to use time efficiently
* Directed team to provide great working environment by assigning individual’s job at Hackathon

CAREER / PROFESSIONAL GAMING

* Achieved multiple championship titles in the tournaments and competitions
* Learned to appreciate humanity’s rich diversity by practicing and sharing thoughts with professional players from different countries and cultures
* Reached total 4 million views on my streaming channel on twitch.tv