

Hyun Jung (Sabina) Shin

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Objective

Engaged, curious second year computer science student skilled in math, cross-platform coding. Seeking for internship position to develop as a programmer in technology industry for the summer of 2018.

Education and Achievements

University of Toronto

9.2016 - Current

Toronto, Ontario

- Bachelor of Science in Computer Science Specialist, Statistics Major, Mathematics Minor
- Second year of study
- President's Entrance Scholarship

Skills

- Java, Python, Verilog, R, Latex
- Proficient in object-oriented programming
- Comfortable IDE: IntelliJ Idea, Pycharm, Eclipse, Wingware, RStudio
- Strong in time management, organization, leadership and teamwork

Personal Projects

The Fish Game

1. 2016

- Game of bear ice fishing in water where there are barrels and fishes
- Created a simple java game for school project
- Learned java over the course of the project
- Extend frames, threads

Professional Experience

Sloan Partners: an accounting firm

9. 2014 – 1. 2015

Toronto, Ontario

- Input client's information in the database
- Transfer client's paperwork in to the database
- Responsible for the registration for payroll

Extra-Curricular Activities

UTHacks

1. 2017

- Participant of University of Toronto's hackathon

Hakcs

9.2016 - Current

- UofT Association of Korean Computer Science Students

Interests and Passions

- Strong interest in web development and application development
- Constantly looking for new challenges and projects

Essay Questions

1. How were you first introduced to Computer Science? How have you continued to develop your technical skills and sought additional exposure to the field?

I was first introduced to Computer Science by my high school teacher. I always thought the idea of programming was this big complicated gibberish ball of ideas that was male dominant. I never thought I would pursue it because I thought it would've been too complicated for me and I'm girl. During the summer of grade 11, I watch, "The Social Network" and "Snowden", then coding became a big curiosity. I took couple programming courses in school and it turned out programming was friendlier than I thought. My first language was Java, and I did not have a hard time to pick up the language. For the final project for the course, I made the Fish Game. Due to such basic knowledge I gained from class, I self-taught myself how to make a game. I was really proud of myself for the program and thought of more possibilities for the future. A stronger passion grew for Computer Science so I decided to pursue that field. I came to university and learned more languages and encountered more challenges. During those times, I realized I was enjoying it. The satisfaction of solving problems got me eager and enthusiastic for the next one.

2. What is your strongest programming language? How much experience do you have using the language? Go into detail about how you used this technical language. If talking about a group project, be specific about your role in the final product. (Examples can include projects, coursework, competitions, websites, previous internships, etc.)

My strongest programming language is Java. It has been almost 3 years since I've learned and been using the language. Java was my first programming language. I was first introduced to this language in grade 12 at school, when I took couple courses to try programming. It was fairly easy to pick up the language for me. The concept of programming was really eye opening. Learning about objects, loops, recursion, interfaces, inheritance added on to my curiosity on what I can create. I contributed many hours in the final project which was free style program. I was curious of how games were made, so I decided to make a game. The process of programming the game was tricky because I had to deal with GUI, AWT, threading and more. I implemented timers, randomly generating fishes and barrels, high score board. I worked on the whole project by myself; starting from front end graphics, editing images, audio to the back end. By the end of the project, I have self-taught how to make a game, from just a beginner level base.

3. At Google, we believe that a diversity of perspectives, ideas, and cultures leads to the creation of better products and services. Tell us about your background and experiences and how they make you unique.

I am from South Korea and currently residing in Canada. Due to this wonderful opportunity of immigrating, I had a chance to experience both society in my lifetime. Coming from an Asian culture to a Western culture, it was difficult at first since they were such unique cultures. I went through all the challenges as an immigrant, such as the learning a new language and adapting to new culture. Therefore, I know how new immigrants feel and the troubles they need to go through. Also, my life has not been on a positive slope. Family financial status was not good and we were not the most "average" family. With nothing I can do for my family, I had to accept the fact and adapt to it. Through all the challenges I have overcome, it put me in a perspective where I can see in many different perspectives and very open minded. Taking advantage of these past life events, it puts me in a perspective where I can see in many people's shoes. When I brainstorm for a program, I take my

type to think about who my audience is and how friendly the user interface is. Instead of limiting my audience to one culture, I try to make it multicultural.

4. List the technical courses you'll be taking next semester. If you haven't registered for classes yet, please list the courses you plan on taking.

The Computer Science courses I will be taking is Software tools and System Programming and Data Structures and Analysis. Software tools and System Programming is the programming course where we learn software techniques in a Unix-style environment using machine-oriented programming in language C. Data Structures and Analysis is a course for Algorithm analysis.

5. List any clubs and/or organizations that you participate in.

I am part of SLC, Second year Learning Community. This club is organized such that second year Computer Science students who are in stream can group up and make new connections. We had people come in and talk to us about their experiences about school work or job experiences. We also got of tour of tech companies. I am currently part of HAKCS which is a student union for Korean students in the field of Computer Science. Social group for Koreans in Computer Science, we hold various meetings to help first years or make connections with people in the group. Had speakers come in and talk about their job experiences.