Hyun Bin V. Won

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EDUCATION

University of California, Riverside   **Riverside, California**
Computer Science, B.S.   *October 2020 - August 2022*
- Relevant Coursework: Logic Design, Data Science, Discrete Structures, Data Structures, Software Construction, OS Design, Embedded Systems, Theory of Automata

University of California, Merced   **Merced, California**
Computer Science and Engineering, B.S.E.   *August 2018 - May 2020*
- Dean's Honors List, Chancellor's Honors List
- Relevant Coursework: Machine Architecture, Data Structures

PROFESSIONAL EXPERIENCE

RippleMatch   **Remote**
Leadership Development Intern   *January 2022 - Present*
- Selected from a pool of thousands of candidates to work closely with leaders of RippleMatch's Leadership Team
- Leveraged various growth strategies and tools including social media, email marketing, presentations, and peer and faculty member networking to grow the user base and awareness on campus
- Strategically assessed growth and performance metrics to improve, change and/or help design new growth strategies

PROJECTS

Post Maker Web Application
Independent Project   *December 2021 - Present*
- Developed a web application using Ruby on Rails that allows users to create, edit, and delete posts
- Implemented an algorithm that creates a new web page that is dedicated to each post that is made

Bubble Tea Appraisal Mobile Application
Independent Project   *July 2020 - Present*
- Designed a mobile application for IOS and Android using Flutter which utilized Yelp's Fusion API to help customers determine which drinks to purchase based on consolidated restaurant data and recommendations
- Implemented Firebase's Cloud Firestore feature in order to have a flexible database in which every user that votes for their favorite bubble tea drink on the app gets updated in real-time
- Created a GUI that interacts with the data and transforms it into information that is accessible and user-friendly

Text-based RPG
School/Independent Project   *May 2020 - June 2020*
- Created a text-based RPG (role-playing game) using C++, where the entire game is played entirely through a text interface without the need for any kind of mouse inputs
- Implemented a strategy design pattern for attacking abilities for each characters' derived classes in order to create separate abilities and stats for each character
- Imposed a decorative design pattern to implement buffs and debuffs that add new functionality to existing characters and enemies without altering their structure

Word Game Web Application
School Project   *August 2019 - October 2019*
- Developed a word game where the objective is to find all possible words in a randomly generated matrix of nine letters
- Implemented the word game as a web application using C++, JavaScript, and HTML/CSS, that displays a user input text box, a randomly generated puzzle, and a list of all the possible answers to the puzzle

TECHNICAL SKILLS

Languages: C++, C, Java, JavaScript, HTML, CSS, Python, Ruby, Dart, SQL

Tools: Flutter, Visual Studio Code, Android Studio, Bash, Git/Github, Anaconda, Atom, Xilinx ISE, Ubuntu, GameMaker Studio 2, Docker, Rails, IntelliJ IDE