

Hyun Bin V. Won

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EDUCATION

University of California, Riverside

Computer Science, B.S.

Riverside, California

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

Computer Science and Engineering, B.S.E.

Merced, California

August 2018 - May 2020

- Dean's Honors List, Chancellor's Honors List
- Relevant Coursework: Machine Architecture, Data Structures

PROFESSIONAL EXPERIENCE

RippleMatch

Leadership Development Intern

Remote

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

Rails Web Application

Independent Project

December 2021 - Present

- Developed a web application using 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 Website

School Project

August 2019 - October 2019

- Developed a word game where the objective is to find all possible words in a randomly generated matrix
- Built a web application in C++, JavaScript, and HTML/CSS, that displays user input, a randomly generated puzzle, and all possible answers

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