

Hyun Bin V. Won

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OBJECTIVE STATEMENT

Seeking a software engineering internship that will utilize programming skills including data structures, problem-solving capability, learning new languages, and assisting the business in an enterprising work environment

EDUCATION

University of California, Riverside

Computer Science, B.S.

Riverside, California

October 2020 - June 2022

- Relevant Coursework: Logic Design, Data Science, Discrete Structures, Advanced Algorithms, Software Construction

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, Linear Algebra

PROJECTS

Personal Website

Independent Project

June 2021 - Present

- Developed a website using HTML, CSS, and JavaScript
- Added a home page and project page with a unique color scheme and effects

Bubble Tea Appraisal Mobile Application

Independent Project

July 2020 - Present

- Designed a mobile application for IOS and Android 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 database 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

Text-based RPG

School/Independent Project

May 2020 - June 2020

- Created a text-based RPG (Role-playing game) where the entire game is played entirely through a text interface without the need for any kind of mouse inputs
- Established a base class called Entity that has two different constructors in which one of the constructors takes in an Ability pointer for the hero characters and the other constructor is used for all of the derived monsters
- Implemented the understanding of inheritance, polymorphism, and different types of design patterns

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

LEADERSHIP EXPERIENCE

Association of Computing Machinery

Student Helper

Merced, California

January 2019 - May 2020

- Assisted students with their coding problems during Coffee and Code sessions which is a weekly event held by UC Merced's ACM that offers free coffee and coding assistance to UC Merced students

TECHNICAL SKILLS

Languages: C++, C, Java, JavaScript, HTML, CSS, Python, Dart, MIPS assembly, Verilog

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