

Hyun Bin V. Won

Los Angeles, California | [LinkedIn](#) | [Portfolio](#) | [Devpost](#) | (213)-507-4841 | hwon002@ucr.edu

EDUCATION

University of California, Riverside

Computer Science, B.S.

October 2020 - August 2022

- Relevant Coursework: Logic Design, Introduction to Data Science, Data Structures, Software Construction, OS Design, Compiler Design, Embedded Systems, Project in Computer Science: Networks, Introduction to Artificial Intelligence

University of California, Merced

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 - March 2022

- 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

FlowerDex

Hackathon Project

April 2022 - Present

- Developed an interactive web application that scans and identifies the names of flowers based on uploaded photos or photos captured from users' webcams and gives a badge and information for each flower scanned
- Created the interface of the website using React and Tailwind CSS that allows users to create an account or log in to an existing one using Firebase Authentication
- Implemented the PostgreSQL database into the front-end which allowed the photo data to be scanned by our TensorFlow model and display the flower's name

Weather IoT Web Application

Independent Project

March 2022 - Present

- Created a web application that displays personalized weather information based on the data of a specific temperature/humidity module
- Implemented a DHT11 Temperature/Humidity module and BLE board in order to retrieve the data from the module onto the back-end server which is connected to the front-end of the website

Text-based RPG

School 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

AWARDS

Best Sustainability Hack

Citrus Hack 2022

April 2022

- Received the Best Sustainability Hack award for FlowerDex at one of Southern California's largest hackathons hosted by UC Riverside with over 700 hackers signed up

TECHNICAL SKILLS

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

Tools: Flutter, Visual Studio Code, Android Studio, Bash, Git/Github, Anaconda, Xilinx ISE, Ubuntu, GameMaker Studio 2, IntelliJ IDE, Firebase, Tailwind CSS, Arduino