

Jaekyong Choi

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SKILLS

PROGRAMMING

Proficient:

C • C++ • Python • Java • JavaScript

Familiar:

C# • Android • HTML • CSS • Racket
SQL • Assembly • Bash • UML • \LaTeX

DEVELOPMENT

Vim • VS 2008/2010/2013/Code
Eclipse • Sublime

VERSION CONTROL

Mercurial • Git

OS

Linux • Windows

LANGUAGES

Native:

English • Korean

Limited Working Proficiency:

French • Mandarin Chinese

COURSEWORK

- Data Structures and Data Management
- Foundations of Sequential Programs
- Computer Organization and Design
- Introduction to Combinatorics
- Logic and Computation
- Object-Oriented Software Development
- Designing Functional Programs
- Elementary Algorithm Design and Data Abstraction

INTERESTS

Combinatorics • Data Science
Cognitive Science • App Development
Software Design • Entrepreneurship
Music Production • Guitar • Fitness

EDUCATION

UNIVERSITY OF WATERLOO

CANDIDATE FOR BACHELOR OF COMPUTER SCIENCE

Sept 2014 - present | Waterloo, ON

WORK EXPERIENCES

IRDETO | SOFTWARE ENGINEER

Jan 2016 – Apr 2016 | Ottawa, ON

- Worked in an Agile Scrum environment with the Online Piracy Detection team
- Wrote an automated crawler and tracker in C++ that identifies files and user IP addresses on the peer-to-peer network, eDonkey using the Windows API
- Created Python scripts that analyze disorganized torrent data
- Developed an in-depth understanding of Hadoop and AWS

IMAGINE COMMUNICATIONS | FULL STACK WEB DEVELOPER

May 2015 – Aug 2015 | Waterloo, ON

- Created a web-based configuration application for a back-end service and implemented a diagnostic logging feature using AngularJS, TypeScript, MySQL and C#
- Suggested and integrated CefSharp into a C# program to embed Chromium within a WPF project
- Improved overall performance and usability of software through bug fixes, testing and implementation of new features

PROJECTS

RAYTRACERS

Jan 2015 & Apr 2016

- Built a RayTracer in Python using Pygame module that loads and renders .obj files at SE Hack Day #14
- Followed up with an improved RayTracer that can save .bmp images in C++

CHESS

Nov 2015

- Created a Chess game that supports four levels of heuristic AI, custom boards, saving & loading and score-keeping in C++
- Developed and maintained UML diagrams to organize the project structure

AERIAL VIEW SHOOTING GAME

Nov 2014

- Developed an aim-and-shoot aerial view game in C# using Unity at Treetu's Hackathon

HONORS & AWARDS

PRESIDENT'S SCHOLARSHIP OF DISTINCTION

Sept 2014

Awarded to students with admission averages of 95+%

THE JOHN MACPHERSON MEMORIAL SCHOLARSHIP

Sept 2014

Awarded to a student with excellent performance in mathematics and physics