Jaekyong Choi

🌐 jaechoi.me   ✈ mail.jaechoi@gmail.com   📞 1 519-729-9605

Education

University of Waterloo — Waterloo, ON

Candidate for Bachelor of Computer Science; Minor in Combinatorics and Optimization | 4A — Dec 2019

Experience

Sumo Logic — Redwood City, CA

Backend Software Engineering Intern — May 2018 - August 2018

- Integrated metadata support to AWS metrics sources to enable data filtering on ingest and improve query performance
- Developed a validation layer for socket configurations of data stream sources using Scala

IBM — Toronto, ON

Core Software Developer Intern — May 2017 - August 2017

- Expanded functionality in the REST API to improve Watson analytics of regulatory compliance
- Modularized complex React components to create abstraction for efficient front-end development
- Refactored the Redux middleware to enable promise based requests

BlackBerry — Waterloo, ON

Systems Software Developer Intern — September 2016 - December 2016

- Designed and wrote Bluetooth protocols using Android APIs to enable music browsing via Bluetooth for devices
- Implemented Bluetooth and NFC policy restriction controls in the Android framework settings
- Improved interoperability in the Bluetooth protocol stack through black box debugging using Wireshark

Irdeto — Ottawa, ON

Software Engineering Intern — January 2016 - April 2016

- Created a crawler on a P2P network using C++ to track infringed content and IP addresses
- Wrote Python scripts that parse torrent metadata to optimize analyses of pirated content

Imagine Communications — Waterloo, ON

Full Stack Web Developer Intern — May 2015 - August 2015

- Implemented a diagnostic logging service using Angular and developed a configuration tool for a playlist automation service using RESTful and WebSocket APIs

Technical Skills

Languages: C, C++, Java, Scala, Python, JavaScript/TypeScript, HTML5/CSS3, SQL, Bash
Technologies: Android, React-redux, Angular, MySQL, PostgreSQL, DB2

Projects

Raytracer

- Created a raytracer that can rasterize objects in 3D space with shadows, reflections and anti-aliasing

Online Unity Game AI

- Built a client-injectable dll with custom AI capable of performing at top 50% player level

RPC Library

- Wrote a Remote Procedure Call library that allows client servers to execute functions on remote servers