Jaekyong Choi

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EDUCATION

UNIVERSITY OF WATERLOO
CANDIDATE FOR BACHELOR OF COMPUTER SCIENCE
Sept 2014 - present | Waterloo, ON

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

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

WORK EXPERIENCES

IRDETO | SOFTWARE ENGINEER
Jan 2016 – Apr 2016 | Ottawa, ON
- Worked in an Agile Scrum environment with the Online Piracy Detection team
- Created an automated crawler and tracker in C++ that identifies files and user IP addresses on the eDonkey Network using the Windows API
- Wrote Python scripts that analyze millions of disorganized torrent data
- Developed an in-depth understanding of Hadoop and AWS

IMAGINE COMMUNICATIONS | FULL STACK DEVELOPER
May 2015 – Aug 2015 | Waterloo, ON
- Created a web-based configuration application for a back-end service and implemented a diagnostic logging service using REST API, WebSocket and Angular directives
- Improved overall performance and usability of software through bug fixes, testing and implementation of new features using TypeScript, AngularJS, HTML5, CSS3/LESS, MYSQL and C#
- Suggested and integrated CefSharp into a C# program to embed Chromium within a WPF project

PROJECTS

MIPS ASSEMBLER
May 2016
- Wrote an assembler for MIPS assembly language in C++

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 maintainted 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