JAY YOO

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Backend Software Engineer

EXPERIENCE

SOFTWARE ENGINEER, SOLUM AMERICA — REMOTE, **JAN 2023 – PRESENT**

- Developed a floorplan-building application for the installation and management of electronic store tags, reducing the time and overhead of the entire tag integration process
- Worked with company engineers to design an API to connect digital map data to SoluM servers for seamless integration with existing SoluM databases, enabling faster and more accurate tag management solutions
- Aided in an overhaul of existing website and database infrastructure to be more robust and account for RESTful design principles, rewriting legacy code to account for more efficiency and scalability

BACKEND DEVELOPER, RUCKUS MARKETING — NEW YORK, NY, **MAY 2021 – JULY 2022**

- Launched several web applications as a core part of the Ruckus Development team, designing and building REST API infrastructures as well as defining and initializing databases
- Led the creation of an internal Ruckus tool library, a set of standardized Django applications written in Python available for Ruckus developers to quickly build basic API's with frequently used functionalities
- Overhauled testing procedures for Ruckus projects by standardizing and expanding the default testing suite, as well as introducing automation where reasonable to boost efficiency

PROJECTS

PSYCHICSPACE, VIDEO CONFRENCING WEB APP

- Developed backend API infrastructure for a user-to-user video conferencing app, including video call, direct and group message, payment, and review features
- Built an automated testing suite for PsychicSpace apps for the project's CI system, allowing separate portions of the app be tested independently and automatically, speeding up debugging and development
- Leveraged the use of multiple APIs and services, including AWS s3, Aurora, Stripe, and TokBox

AGLET, COMPUTER-VISION & AR SHOE SHOPPING APP

- Created an iOS application that allows users to automatically detect brand relative shoe sizes via camera, impose a virtual AR shoe model (on their feet) in real time, and purchase the shoes
- Blueprinted and trained a convolutional neural network using PyTorch and the OpenPose human pose dataset to accurately identify and measure the sizes of human feet
- Created and maintained a dedicated server to retrieve and handle shoe product data from a MySQL database

EDUCATION

UNIVERSITY OF MICHIGAN B.S.E IN COMPUTER SCIENCE, CUM LAUDE — ANN ARBOR, MI, **CLASS OF 2020**

- Relevant coursework: Data Structures and Algorithms, Web Systems, Database Management, Machine Learning, Computer Vision, Mobile App Development, Cyber Security

SKILLS

- Proficient with Python, C, C++, C#, Java, JavaScript, GoLang, SQL, and Git
- Experience with Flask, Django, PyTorch, Tensorflow, OpenCV, PHP, Node, AWS
- Experience with developing on the Unity and Godot game engines
- Designing and creating APIs and databases
- Designing and Training small-scale neural networks
- Familiar with Eclipse IDE, Visual Studio, Command-line interface, and Windows PowerShell