JAY YOO

jaeyoonyoo@gmail.com · jaeyoony.github.io · 201-753-1373 · linkedin.com/in/jay-yoo-163a2518b

Backend Software Engineer

EXPERIENCE

SOFTWARE ENGINEER (CONTRACT), SOLUM AMERICA   REMOTE, **JAN 2023 – PRESENT**

- Developed a floorplan building web application to streamline the planning & management process for both Solum employees and supermarket employees overseeing the installation and use of electronic tags
- Worked with company engineers to design an API to connect digital map data to Solum servers for seamless integration with existing Solum databases
- Aided in an overhaul of existing website and database infrastructure to be more robust and account for RESTful design principles

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

- Launched several web applications as part of the Ruckus Development team, designing and building REST API infrastructures as well as initializing and maintaining databases
- Led the creation of an internal Ruckus tool library, a set of standardized Django applications available for Ruckus developers to quickly build API's with frequently needed functionalities
- Overhauled the testing procedures for Ruckus projects by standardizing and expanding the default testing suite, boosting quality and robustness of code across all current and future Ruckus projects

PROJECTS

PSYCHICSPACE, VIDEO CONFRENCING WEB APP

- Created a RESTful Django backend API 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 RESTful Flask API 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 in 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