Jay Yoo

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Backend Developer

WORK EXPERIENCE

BACKEND ENGINEER, SOLUM

Ridgefield Park, NJ, **JAN 2023 – PRESENT**

- Streamlined the tag integration process by developing a floorplan-building application, resulting in significant time and cost savings
- Designed and implemented an API to connect digital map data to SoluM servers for seamless integration of digital map data, enhancing management solution efficiency
- Revitalized website and database infrastructure using RESTful design principles, optimizing code for improved scalability and performance

BACKEND DEVELOPER, RUCKUS

NEW YORK, NY, **MAY 2021 – JULY 2022**

- Designed and launched multiple web applications as a core member of the Ruckus Development team, implementing REST API infrastructure and database initialization
- Created an internal tool library using Django and Python, enabling Ruckus developers to rapidly build basic API's with commonly used functionalities
- Optimized testing procedures for Ruckus projects by standardizing and expanding the default testing suite, implementing automation where applicable to enhance efficiency

PROJECTS

PSYCHICSPACE, VIDEO CONFRENCING WEB APP

- Developed REST API infrastructure for a user-to-user video conferencing app, including video call, direct and group message, payment, and review features
- Created an automated testing suite for PsychicSpace subprocesses, allowing separate portions of the app be tested rapidly and independently, greatly improving debugging speed
- Leveraged the use of multiple APIs and services, including AWS s3, Aurora, Stripe, and TokBox

AGLET, COMPUTER-VISION & AR SHOE SHOPPING APP

- Created a computer-vision based iOS application that allows users to automatically detect brand-relative shoe sizes via camera, impose a virtual AR shoe model onto their feet in real time, and order 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 users' feet thru the iPhone camera

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, Unreal, 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