# Jean Choe

**Phone:** (253)-431-9664 | **Email:** Jeanchoe@uw.edu

## Education

| | |
|---|---|
| **The University of Washington (June 2026)** | Bachelor of Science in Computer Science |
| **Highline College (June 2022)** | Associates of Arts and Sciences |

**Awards:** Deans List for 9 Quarters

## Technical Skills:

**Languages:** Java (OOP), C#, C++, Javascript, HTML, CSS, Python, Bash, Typescript, SQL, Assembly, R, JSON

**Libraries and Tools:** Git, React, Linux, Node.js, VIM, PuTTY, Powershell, Microsoft Excel, Microsoft Power Automate

## Work Experience

- ***Department Developer***       **University of Washington Department of Urology**
  *June 2024 – Present*
  Developed a custom **JSON** script using **Microsoft Power Automate** to automate repetitive tasks, significantly reducing manual effort and improving overhead time.

- ***Research Assistant***       **University of Washington Department of Urology**
  *April 2024 – January 2025*
  Automated the migration of **20,000+ patients' data** from physical records to Redcap cloud storage, **reducing data entry time by 40%**. Developed a custom front-end interface using **HTML**, **CSS**, and **JavaScript**, improving data accessibility for medical staff.

- ***Software Engineer Intern***       **4Human Corporation | 501(c)(3) Non-Profit Startup**
  *January 2024 - March 2024*
  Delivered **scalable technical solutions** for **nonprofit organizations** as part of a student-led initiative, including **full-stack development**, **web application maintenance**, and **system optimization**, enhancing operational efficiency by **50%** and supporting mission-critical objectives.

## Projects

- ***DietAI***                                                                                    [*Github*]
  Engineered an **AI-driven meal planning system** using **FastAPI**, **Gemini AI**, and **React**, dynamically generating personalized meal plans based on user dietary preferences and fitness objectives.

- ***Napoleon Tic Tac Toe Agent***                                          [*Github*]
  Designed and implemented an **AI-powered strategic game engine**, leveraging **heuristic search, reinforcement learning, and adversarial AI** to develop an optimized Tic-Tac-Toe variant. The project **tied for second place in the University of Washington Intro to AI competition** with over **150 participants**.

- ***Online Portfolio***
  Using **HTML**, **CSS**, and **JS**, I developed a personal website with multiple pages and a link to my resume and GitHub - https://jeanchoe.github.io