

<b>SKILLS</b>	<b>Programming Languages:</b> JavaScript, Python, C, C++ <b>Framework and Library:</b> React, Angular <b>Applications and Graphic Editors:</b> Git, GitHub, Unity, Figma, Adobe InDesign	
<b>EDUCATION</b>	<b>Simon Fraser University</b> Bachelor of Science, Computer Science	Burnaby, BC Sep 21 - Present
<b>TECHNICAL PROJECTS</b>	<b>Swe Resume Evaluator</b> <ul style="list-style-type: none"><li>Building a React website, where users can upload their resume and get feedback and evaluation, as a team</li><li>Creating a front-end component such as a registration modal and a backend service that receives a request with pdf file and sends the result after evaluation</li><li>Testing both frontend and backend components using mock and supertest from JEST and RTL</li></ul>	Burnaby, BC Sep 2023 - Present
	<b>Fall Hacks 2023</b> <ul style="list-style-type: none"><li>Collaborated as a group of 5 to design and build a travel recommendation website using React</li><li>Implemented a survey section that collects and parses user's inputs to send each evaluated template literals to backend</li><li>Presented the project in front of other participants to convey the purpose, features and future improvements of the project</li></ul>	Burnaby, BC Oct 2023
	<b>Numerical Method Visualizer</b> <ul style="list-style-type: none"><li>Developed a website that provides a differentiation/integration using lagrange polynomial, simpson's rule, etc, and a corresponding graph along using React</li><li>Tested functions containing calculations of such rules using JEST</li><li>Engaged in a bi-weekly retrospective with 5+ teammates to report progress and to decide workload for the next task distribution</li></ul>	Burnaby, BC May 2023 - Aug 2023
	<b>Hive Board Game</b> Introduction to Software Engineering <ul style="list-style-type: none"><li>Designed using several software engineering techniques and design patterns to build a robust foundation and easy-to-change structure</li><li>Implemented an algorithm for displaying piece's legal movements and a menu component with several basic in-game menu functions</li></ul>	Burnaby, BC May 2023 - Aug 2023
	<b>Pig Tracker</b> Web I - Client-side Development <ul style="list-style-type: none"><li>Developed an interactive website using Angular and Typescript for better structure</li><li>Utilized a data manager API to get and post data and a map API to display data according to their locations</li><li>Incorporated preventions to handle possible unexpected errors and bugs</li></ul>	Burnaby, BC Nov 2023 - Dec 2022
<b>PERSONAL PROJECT</b>	<b>Sopum Company Websites</b> <ul style="list-style-type: none"><li>Constructing UI design using Figma and then responsive, user-friendly websites using React</li><li>Enhancing visual appeal and interactivity of the websites by focusing on empty space and simplicity to improve the user experience</li></ul>	Jan 2023 - Present
<b>ACTIVITIES</b>	<b>Korean Student Union</b> Event Planning Director <ul style="list-style-type: none"><li>Participating in regular meetings with other executives to share and integrate ideas to plan social and academic events</li><li>Organizing social events where a large number of students participate by taking quick actions and handling unexpected situations</li></ul>	Burnaby, BC Jul 2022 - Present
	<b>CS Peer Tutoring Program</b> <ul style="list-style-type: none"><li>Facilitated discussions with tutees by regularly checking their understanding and feelings to help develop their critical thinking and problem solving skills</li><li>Advised tutees by sharing my experiences and providing emotional and mental support to help them adapt to the new learning environment</li></ul>	Burnaby, BC Jan 2023 - Apr 2023