# Jiye Choi

(857)869-3174          www.linkedin.com/in/jiyechoi          jiyechoi@umass.edu

**EDUCATION**

University of Massachusetts Amherst                                   Exp. Dec 2020
*College of Information and Computer Sciences*
B.S. in Computer Science                                                      GPA: 3.6
Relevant Coursework: Computer Systems Principle, Reasoning Under Uncertainty, Programming Methodology, Introduction to Computation, Web Programming

Bunker Hill Community College, Boston                          Jun 2016 – Dec 2018
*Associate of Arts in Computer Science Concentration*                   GPA: 3.9
Relevant Coursework:  Intro Computer Sci/OOP, JAVA, Data structures, C++ programming, Linear Algebra, Maya Foundations, Creating 3-D Special Effects

**SKILLS**
- Collaboration, Data structures, Programming Logic, Communication
- Programming Languages: JavaScript, Java, Python, SQL, C/C++

**PROJECTS**

Evil Corp                                                                          2019
- Built a website to rank companies based on how ethical their policies and practices are in order to inform consumers who want to purchase a product of company making a positive impact on society.
- Developed UIs with HTML, JavaScript, CSS, BootScrap, leveraged mongoDB for data from scrapping amazon.com and csrhub.com and handled server-side with Node.js.
- Co-led by organizing team project to develop a website for social good in Web programming class and managing meeting times and schedules.

Food Pantry                                                                        2018
- Developed a program to manage lists of available food based on types of food, expiration dates, and the quantity at BHCC food pantry to provide convenience and to ensure safe and full inventory for students
- Established a program with Java, built UIs with JavaFx and wrote SQL queries to retrieve data from the database using JDBC
- Demonstrated taking CS methodology to communicate to people who are not CS major

Text Adventure                                                                     2019
- Developed an interactive fiction game describing items and nine rooms for the players to escape in narrative, and the players interact with the worlds by typing simple commands in terminal
- Implemented linked lists to build nine rooms corresponding to each node and leveraged structures in C to store instructions and items along with description in players' inventory.

**ACTIVITIES**
- Attended Harvard Women in Computer Science conference                    Feb 2019
- Attended The Women in Science and Engineering, Museum of Science         Nov 2018
- Chung-Buk College Students environment club                       Sep 2012-Dec 2013
- Fall 2019 Dean's List                                                          2019