

JOSHUA CHO

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EDUCATION

University of California, Santa Cruz Bachelor of Science, Computer Science	Sept. 2021 - June 2023
De Anza College	Jan. 2020 - June 2021
University of Washington, Seattle	Sept. 2018 - Dec. 2019

PROJECTS

Who's Next? Mar. 2023 - June 2023

- Developed "Who's Next?", a mobile game using Flutter and Firebase, managing a team of 5 to deliver the project within 4 development sprints.
- Led a team through agile development cycles, resolving over 50+ unique technical challenges related to asynchronous operations and database management.
- Oversaw the implementation of 10+ major game features, including user authentication, live score updates, and dynamic player reassignment, improving user retention by 30%.

Resume Wizard Jan. 2023 - June 2023

- Developed a user-friendly resume builder application, streamlining the process of creating professional resumes for users with varying backgrounds and experiences.
- Integrated Open AI API to generate polished and impactful job and project descriptions, elevating the overall quality of the resulting resumes.
- Ensured secure user authentication and data management using Pocketbase, maintaining a robust and reliable system for user information.
- Employed TypeScript for frontend development and leveraged the Svelte-Kit framework for modularization, resulting in efficient endpoint integration and seamless routing across pages.

UCSC Tips Mar. 2022 - June 2022

- Developed and installed a specialized social media platform exclusively for UCSC students, designed to facilitate the sharing of campus life tips and fostering a sense of community.
- Leveraged the Py4Web framework to construct the full-stack web application, employing JavaScript with Vue.js for frontend development and Python for backend operations.
- Enhanced user experience by incorporating Google Maps API, providing an engaging visual representation of the various campus tips shared by UC Santa Cruz students.

AWARDS

2nd Place, *CruzHack 2023* Jan. 2023

Attended CruzHack 2023 where the CruzHack is the largest hackathon in Santa Cruz area.
Developed 'Resume Wizard', a platform that empowers users to craft compelling resumes using the OpenAI API.
This project secured 2nd place of the CruzHack 2023.

UCSC Regent Scholarship, *Office of the Chancellor, UCSC* June 2021

Recognized as one of the top 50 transfer students in 2021, I was honored with the Regents Scholarship from the University of California, Santa Cruz, granting an annual stipend of \$5,000. This prestigious scholarship represents the highest accolade awarded by the university.

VOLUNTEERING

Meal Forward, *Grant Assistant* Sept. 2020 - June 2021

San Jose, CA
Assumed the role of Grant Assistant, diligently identifying and presenting potential sponsorship and grant opportunities for Meal Forward. Additionally, played a pivotal role in orchestrating fundraising events within the community, bolstering organizational outreach and support.

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EMPLOYMENT

Scale AI

AI Prompt Engineer

Sept. 2023 - Current

San Francisco, CA

- Crafted and executed tailored prompts to deepen the comprehension of Large Language Models (LLMs) in executing programming tasks, capitalizing on their inherent strengths and contextual understanding.
- Enhanced the productivity of code output from LLMs through meticulous enhancements and adjustments.
- Conducted comprehensive reviews of numerous code snippets and human feedback, set to be utilized by LLMs for future code generation. This ensured the quality and relevance of the training data.

IBM

Software Engineer Co-op

June 2022 - Dec. 2022

San Jose, CA

- Developed and deployed an alert system that actively performs health checks on 150+ IBM Db2 instances.
- Revamped the UI for latency and throughput charts from the replication page in IBM Data Management Console, leading to a 25% increase in user engagement and optimizing data replication visualization for 100K monthly users.
- Identified and resolved 50+ networking challenges from unexpected Backend API payloads, enhancing system stability by 20%.
- Implemented automated test scripts in JSON and established a CI/CD pipeline with Jenkins, achieving a 40% reduction in testing time.

Tech4Good Lab

Research Assistant

Mar. 2022 - June 2022

Santa Cruz, CA

- Led the design and development of Tech4Good Lab's website landing page, employing TypeScript and SASS to craft distinct page segments.
- Revamped the personal info card for Tech4Good Lab's officers, optimizing avatar settings and integrating social media links, resulting in a 20% surge in profile views.
- Crafted 5 modular UI components for the website's landing page using AngularJS.

SE Technology

Software Engineer Intern

June 2021 - Sept. 2021

Seoul, South Korea

- Played a key role in developing a new community page for SE Lab V2.0, a design tool catered to system engineers, significantly enhancing the platform's functionality.
- Managed to minimize a development time up to 50% by effectively integrating Toast-UI Editor for community post implementation, while utilizing React and Redux for seamless page design.
- Boosted user login performance by 20% through efficient backend integration using Node.js and MongoDB Atlas, improving overall user experience.

SKILLS

PROGRAMMING LANGUAGE: Java, C/C++, Python, Javascript, HTML/CSS, Typescript, Dart

FRAMEWORK: SvelteKit, Angular.js, BulmaCSS, MaterialUI, TailwindCSS, Three.js, Flask, Node.js, Express.js, Flutter, SkeletonUI, Next.js, Vue.js

DEVELOPER TOOLS: Google Cloud Platform, Vercel, Netlify, Git, Figma, Firebase, Py4Web, MongoDB Atlas, PocketBase

LIBRARIES: Maven, TestNG, WebGL, IBM Carbon Component, BeautifulSoup, React