

# Joshua Cho

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## EDUCATION

### Georgia Institute of Technology

*Master of Science in Computer Science*

05/2026

Atlanta, GA

### University of California, Santa Cruz

*Bachelor of Science in Computer Science*

06/2023

Santa Cruz, CA

## EXPERIENCE

### Scale AI

*AI Prompt Engineer*

9/2023 - Present

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*

06/2022 - 12/2022

San Jose, CA

- Developed and deployed an alert system that actively performs health checks on 150+ IBM DB2 instances.
- 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.
- 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.

### Tech4Good

*Front-end Developer*

03/2022 - 06/2022

Santa Cruz, CA

- Redesigned and coded the Tech4Good Lab's website, adhering strictly to the Figma prototype design.
- Improved loading speed of the Tech4Good Lab's website by optimizing image sizes and minimizing HTTP requests; reduced bounce rate by 25%.
- Enhanced the personal info card of the Tech4Good Lab's team leader by adding social media links, a professional headshot and new bio by using Angular; increased profile views by 40%.
- Earned distinction as the standout developer in Spring 2022, consistently delivering tasks ahead of time and providing technical support to team members.

## PROJECTS

### Who's Next? | *Figma, Dart, Flutter, Firebase*

03/2023 - 06/2023

- Developed "Who's Next?", a strategic assassin-genre mobile game with Flutter and Firebase, enhancing user engagement through dynamic gameplay and interactive experiences.
- Overcame UI and asynchronous data challenges, highlighting the significance of modular design and real-time updates in efficient mobile game development.

### Resume Wizard | *OpenAI API, Vercel, SvelteKit, Typescript, Pocketbase, Skeleton UI*

01/2023 - 06/2023

- Developed "ResumeWizard," leveraging Svelte and TypeScript to create a user-friendly platform for professional resume creation, enhanced by the integration of the OpenAI API for personalized content suggestions.
- The project exemplified the use of AI to improve content quality and incorporated Pocket-base for secure data management and user authentication, showcasing innovative approaches to user experience design.

## TECHNICAL SKILLS

**Languages:** Java, C/C++ Python, Javascript, HTML/CSS, Typescript, Dart

**Frameworks:** SvelteKit, 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:** React, Maven, TestNG, WebGL, IBM Carbon Component, BeautifulSoup