

OBJECTIVE

To acquire an internship in the software engineering industry that will influence my interests and increase experience in computer science and software engineering.

EDUCATION

The Ohio State University College of Engineering, Columbus, Ohio
Bachelor of Science in Computer Science and Engineering, Software Engineering Track
Grade Point Average: 3.01 / 4.0
Expected to graduate in May 2022

SKILLS

Programming Languages/Skills: Java, C, C++, C#, Swift, Python, Data Structures, Algorithms, Software Design Patterns, Agile Methodologies

Tools/Environment: Git, Jenkins, GCC, Xcode, Firebase, CocoaPods, Vim

EXPERIENCE

Incoming Software Engineering Intern, Apple Inc. *May 2021 – August 2021*
• SWE intern in Internet Technologies Team as a position of Comms Application Automation Intern.

Research Software Engineer, NASA THP 2017 Project *October 2018 - Present*
• Undergraduate assistant under the supervision of Dr. DK Kang sponsored by NASA THP 2017 project titled “SWE Retrieval Performance Using Active and Passive Microwave Observations”
• Duties include programming and maintaining applications mainly written in C, C++, Matlab, and Python.
• Co-authored an abstract titled “Physically Based Hydrology Model in a Snowmelt-Dominant Watershed” for 2020 AGU Fall Meeting.

iOS R&D Technical Intern, SAS Software Inc. *May 2020 – August 2020*
• Responsible for Data and Analytics Visualization on the iOS platform.
• Assisted the iOS software engineering team with the development and production of the SAS Visual Analytics App. This includes writing automation tools and code for testing the app, diagnosis of bugs found and developing fixes in the code. The internship also involved prototyping and developing solutions on the mobile platform for a research topic in the area of Analytics, Data Visualization and Mobile Computing.

Software Development Intern, Lenovo United States *May 2019 – January 2020*
• Responsible for developing software solution that automates a significant number of repetitive tasks performed by the employees
• Used Java with JavaFX framework
• Used multithreading to perform multiple GET REST requests simultaneously

PERSONAL PROJECT

Employee Manager iOS *July 2018*
• Built with Swift, UIKit, and Firebase. App intended to store and manage employee data with features such as calculating the pay rate, hours worked, and etc.
• May 2020 - iOS version: [johnchoi96.github.io/EmployeeManager-iOS/](https://github.com/johnchoi96/EmployeeManager-iOS/)