

KYUNGJIN (JOHN) SEOL

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EXPERIENCE

Software Engineer Intern

Docusign, inc.

📅 May – Aug 2019 📍 Chicago, IL

- Designed and implemented full-stack web applications, using ASP.NET and .NET CORE, that are Proof of Concepts for Docusign.
- Implemented a set of endpoints that provide several features such as file transfer and document generation while maintaining security and performance.
- Integrated Docusign Apis with Google Drive Apis and Microsoft Dynamics Apis.
- Implemented unit and integration tests throughout the application using NUnit (C# testing framework) and Jest (JavaScript Testing Framework)
- Utilized MongoDB for persistent storage and deployed and managed the applications on Azure.
- Designed and implemented a Google Docs Add-on that communicates with the server on Azure.
- Implemented the designs of the front-end using HTML/CSS, Javascript with jQuery, and AJAX.
- Applied Agile and SCRUM practices in 2 week sprints throughout the development life cycle.

Tutor/Front Desk Administrator

Kumon

📅 Feb 2015 – Aug 2017 📍 Glenview, IL

- Tutored students K-12 in English, reading, and math.
- Performed data entry of each student's grades to mark their progress.
- Provided customer service and managed meetings with customers.

SKILLS

Programming: C#, Java, Javascript (Node.js), C/C++, Python, SQL, R, MIPS (Assembly)

Frameworks/Tools: Github/Bitbucket, ASP.NET, .NET CORE, Bash, Powershell, jQuery, Azure, JIRA, HTML/CSS, MongoDB, NUnit, JUnit, Jest (JavaScript Testing Framework), AJAX, Catch (C++ Testing Framework), Latex, MS Excel

Environments: Agile, SCRUM, MVC, Unix/Linux, Windows, Google Apps Script

RELEVANT COURSES

Algorithms, Data Structures, Systems Programming, AI, VR, Programming Languages & Compilers, Software Design Studio, Discrete Math, Computer Architecture

EDUCATION

AUG 2017 - PRESENT

University of Illinois at Urbana-Champaign

Bachelor of Science

Computer Science and Anthropology

Minor: Math

GPA: 3.54

PROJECTS

Client-Server File Sharing App Spring 2019

- Developed in C, this application stores and manages files between the client and server through TCP connection with GET, PUT, LIST, and DELETE operations.
- The app utilizes low level non-blocking IO such as epoll and handles multiple clients concurrently.

Shell

Spring 2019

- Developed in C, this application emulates the Bash shell. This app uses Linux practices such as Fork-Exec-Wait and can manage background processes.

1010! in Openframeworks

Summer 2018

- A tile-matching GUI game written in C++ using Openframeworks.
- The player gains points by clicking and dragging different pieces to a 10 by 10 grid in order to fill each row or column of the grid.

Gin Rummy Simulator

Spring 2018

- A Java app that competes two AI players in the card game, Gin Rummy. Through multiple rounds, the app finds and tests the best set of strategies.

Restaurant Game

Spring 2018

- A text-based game, written in Java, that simulates running a restaurant in which the player can buy, sell, and cook different ingredients while managing time and money.

ACTIVITIES

- **ACM** (Association of Computing Machinery at UIUC):
 - **ADSA** (Association of Data Science and Analytics) Actively working on different projects with other members throughout the semester that's centered on data science/ analytics and machine learning.
 - **WebMonkeys**, Learning web development in both the front end and the back end in this organization.