John Huh

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Education

- **University of California, Riverside** — Riverside, CA
  B.S. Computer Science — *2017-Present*
  - **3.5** cumulative GPA, Dean's Honour List.
  - Relevant courses: Software Construction, Data Structures and Algorithms, Discrete Structures, Logic Design, Embedded Systems, Automata and Formal Languages, Machine Learning and Data Mining, Artificial Intelligence

Work Experience

- **Ad Launcher** — Berkeley, CA
  Software Engineering Intern — *Jun. 2020 - Aug. 2020*
  - Created a website using Django REST API, JavaScript, HTML, and CSS to become familiar with the Ad Launcher full-stack website
  - Implemented Create, Read, Update, and Delete methods where customers could create accounts, update payment info, and delete their account.
  - Integrated and maintained a Dashboard for the company website where customers observed the performance of ads on their website and their budget over a set time-frame.

- **Ventiv Technology** — San Ramon, CA
  Technical Product Analyst Intern — *Jul. 2019 - Sep. 2019*
  - Performed a series of tasks to meet goals of learning about claims product and assist the product team with important code review and documentation.
  - Reviewed Java and HTML code in registry feature component of product to ensure that registry settings were accurate, relevant, and properly documented. Completed full review of registry on time and in budget.
  - Completed data setup tasks to ensure product demonstrations could be successful.
  - Tested custom claim number class files to validate data dependencies.

Projects

- **Programming RShell** — Riverside, CA
  Software Construction — *Apr. 2019 - Jun. 2019*
  - Created RShell in C++ that functions as a terminal emulator.
  - This and other projects can be found at my GitHub: www.github.com/jth06

- **ATMEGA1284 Snake**
  Embedded Systems — *Sep. 2019 - Dec. 2019*
  - Recreated the game Snake using an ATMEGA1284 micro-controller as the centerpiece of the game.
  - Created functional game logic in C that follows the same constraints as the original game of Snake.
  - Had the game logic output onto a NOKIA 5110 LCD that received directional inputs from buttons on the breadboard.

- **Blog Website**
  Software Engineering — *Jun. 2020*
  - Used Django REST API, JavaScript, and HTML to create a website that serves as a blog.
  - Users can register an account, create posts on the blog page, observe other user's posts, and update their own account information.
  - The website can also be found on my GitHub: www.github.com/jth06

Skills

Languages and Frameworks: C/C++, LaTeX, Java, HTML, Python, JavaScript, CSS, Django