

TOM(JONGWOO) CHOI

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OBJECTIVE: SEEKING AN INTERNSHIP FOR SUMMER 2020 WITH A FOCUS IN COMPUTER SCIENCE OR INFORMATION TECHNOLOGY

Education

Michigan State University, East Lansing, MI

Expected Graduation : May 2021

Bachelor of Science: Computer Science

Minor: Information Technology and Game Design & Development

GPA : 3.72/4.0 | Dean's List

Related Courses : Intro to Programming I, II | Discrete Mathematics | Computer Organization and

Architecture | Algorithms and Data Structures | Software Design(Object Oriented Programming) | Algorithm

Engineering | Big Data Analysis | Web App Development

Planned Courses : Intro to AI | Intro to Machine Learning

Work Experience

Full Stack Web Developer | Matrix at MSU, East Lansing, MI

October 2019 - Current

- Working alongside researchers from computer science, the social sciences, and the humanities to develop innovative approaches to database design, mobile application development, and website building

Resident Assistant | Michigan State University, East Lansing, MI

August 2018 - Current

- Assessed, communicate and responded to the needs of 40 residents in wing to ensure residents have a outstanding experience
- Acted as a liaison between residents and the Department of Housing and Residence Life to communicate and resolve issues

Data Collector | LG Electronics, South Korea

May 2019 - July 2019

- Collected images of individuals' faces to import into database by using Python program in LG Artificial Intelligence lab
 - Took direction and communicated with upper management, learned about LG AI department's hierarchy and culture
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Projects

Traveled Places Showing Program - C++

- Used Object Oriented Design principles to create a tool using C++ allowing users to navigate locations I've traveled to as well as date, city, country and travel companion

Canadian Experience - C++

- Used Object Oriented Design principles to animate Harold from South Park, C++ using Microsoft Foundation Class Library

Reversi - Python

- Created a program which runs Reversi by finding the index of tile that the user inputs, counts the number of black and white pieces and makes a function which gives hint to the user where to put their tile to win

Trick or Retreat - Unity

- Built a light-hearted halloween game where the player play as a lost trick or treater trying to find his or hers way home. This is a group project, which I worked as a main programmer
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Skills

- Advanced level on Python and C++
- HTML, CSS/SCSS, JQuery, PHP and Javascript
- Bilingual in Korean and English
- Advanced level on Unity