# Logan Kwonhee Choi

(573) 578-9980 | linkedin.com/in/logan-choi-ab189219a/ | github.com/loganchoi | kwonhee1023@gmail.com

## Education

**University of Washington** May 2025
Master of Science in Computer Science and Software Engineering (GPA: 3.90/4.0)
- ***Notable Courses:*** *Parallel Programming, Machine Learning*

**Missouri University of Science and Technology** Dec. 2022
Bachelor of Science in Computer Science | Minor in Mathematics (GPA: 3.98/4.0)
- ***Notable Courses:*** *Regression Analysis, Intro to Artificial Intelligence, Security Operations, Numerical Methods*

## Skills

**Certifications:** Microsoft Azure Fundamentals
**Methodologies:** Agile Methodologies
**Languages:** Python, C++, MatLab, SQL, Java, R, Bash, Javascript, CSS, HTML, Assembly, Rust
**Dev Tools/Libaries:** Git, Visual Studio, React.js, Spark, Hadoop, MPI, Pandas, Sckit-Learn, MapReduce

## Experience

**AMD: Advanced Micro Devices** Santa Clara, CA
**Incoming Software Engineer Co-Op Intern** Jan. 2024 - present
**Deloitte: Project Ginnie Mae MSS Enterprise Initiative** Arlington, VA
**Solutions Engineer Summer Scholar Intern** Jun. 2022 – July 2022
- Collaborated with the team to design and integrate tracking software, resulting in a 60% increase in overall productivity by identifying potential bugs in the data standardization process
- Maintained regular weekly communication with clients and stakeholders, implementing various technological improvements to foster a robust and efficient data processing environment
- Championed cross-functional collaboration, leveraged Agile methodology principles, and provided consistent support to optimize project timelines, ensuring timely completion of weekly status updates for senior leadership

**Missouri University of Science and Technology** Rolla, MO
**LEAD Tutoring: Tutor & Communications Officer** Aug. 2020 – Dec. 2022
- Mentored over 90 students in various subjects such as Python, C++, and Calculus
- Partnered with professors to create effective tutoring sessions, yielding a 15% average score improvement
- Promoted peer tutoring via social media accounts which increased attendance by 20%

**Asian American Association: Vice President** Jan. 2021 – Dec. 2022
- Organized and coordinated social charity events on campus to promote inclusivity, such as the Stop Asian Hate campaign, which raised over $500 to donate to the AAPI community
- Spearheaded multiple successful collaborations with NSBE and SHPE to promote diversity and foster healthy relations between the organizations, resulting in a more supportive community across campus

**Mottomo Sushi** Rolla, MO
**Web Developer/Manager** Aug. 2018 – Sep. 2023
- Designed and developed a website for the business which led to a 15% increase in website traffic (https://mottomosushi.github.io/mottomo/)
- Successfully resolved the challenge of incorrect menus circulating online by consolidating accurate information, leading to a 15% increase in website traffic and zero customer calls reporting wrong menus
- Supervised and trained 10+ employees, ensuring smooth operations, successful onboarding, and actively worked with customers, effectively managing interactions and cultivating relationships to enhance overall service quality

## Projects

**Azure Web App/Movie Recommendation** Sep. 2023 - present
- Engineering a sophisticated movie recommender web application utilizing Microsoft Azure and its resources, providing personalized movie recommendations based on machine learning algorithm

**NBA Games Prediction: Advanced Modeling** Nov. 2023 – Dec. 2023
- Built 70% accurate NBA games outcome predictor, utilizing advanced ML models (SVC, Logistic Regression, Stacking, XGBoost) and techniques such as comprehensive feature engineering and data analysis

**Placement Testing Website/Database** Aug. 2022 – Dec. 2022
- Developed a placement testing site using Agile methodologies for the MS&T computer science department to assess incoming students, resulting in a strong foundation for their academic careers

**Chess AI** Mar. 2022 – May 2022
- Initiated the development of a chess AI in Python utilizing limited iterative deepening, min-max, alpha-beta pruning, and state recognition through an API, achieving a 30% improvement in runtime every week