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EDUCATION

UNIVERSITY OF BRITISH COLUMBIA

BA IN COMPUTER SCIENCE

Expected May 2017 | Vancouver, BC
UBC Dean's Honour List
Cumulative GPA: 3.95 | Major GPA: 4.33

UNIVERSITY TRANSITION PROGRAM

Grad. June 2013 | Vancouver, BC
Intensive program facilitating early entrance into university by condensing 5 years of high school into 2

SKILLS

PROGRAMMING

Knowledgeable

Java • Python • Racket • JavaScript
HTML • CSS • Python • git • jQuery

Comfortable

C • C++ • Android • Node.js • Ruby on Rails

OTHER

Public Speaking and Debate
Proficient in Korean

AWARDS

2015

- UBC Dean's Honour List
- UBC Trek Excellence Scholarship for Continuing Scholars
- 2nd Place Best Overall Use of Microsoft Tech - DubHacks 2015

2014

- Vancouver Korean-Canadian Scholarship Foundation scholarship
- UBC Chancellor's Scholar

2013

- British Columbia Government Scholarship
- Grade 12 District Scholarship
- Top 1% - Michael Smith Science Challenge

PICKAPLACEFOR.US

JAVA, SOCKET.IO, NODE.JS, ANDROID, YELP API, GOOGLE PLACES API

Mar 2015

- App to help groups decide where to eat through a series of votes, developed in 48 hours at nwHacks 2015
- Designed and developed client app for Android, including communication with the server and user interface for voting, searching and adding new venues, and creating/joining groups

EXPERIENCE

UNIVERSITY OF BRITISH COLUMBIA

UNDERGRADUATE TEACHING ASSISTANT

Sep 2014 - Present

- Worked as teaching assistant for CPSC 110: Computations, Programs, and Programming, CPSC 210: Software Construction, and CPSC 213: Introduction to Computer Systems
- Led students in weekly lab activities and held office hours to answer student questions
- Answered students' questions online, in addition to grading exams, labs, and assignments

PROJECTS

PARKINGPAL

RUBY ON RAILS, JAVASCRIPT, HTML5, CSS3, BOOTSTRAP, POSTGRESQL

Sep 2015 - Dec 2015

- Created a web app to search for parking meters in Vancouver using a variety of filters and search terms, and mark them as broken or occupied
- Responsible for implementing the front end, including front end logic and designing the user interface
- Worked closely with team in an Agile environment for application and database design, and assisted in implementation of server-side logic

TGT.HR

NODE.JS, SOCKET.IO, JAVASCRIPT, HTML5, CSS3, JQUERY, YOUTUBE API

Oct 2015 - Present

- Along with four other developers, created a web app that allows users to watch YouTube videos simultaneously and in-sync with each other, vote on what to watch next, and chat with others watching the video
- Responsible for implementing client logic and interface, including communicating with the server, handling responses, and managing and displaying video queue
- Developed in 24 hours at DubHacks 2015, 2nd place winner of Best Overall Use of Microsoft Tech

NODECG FOR SMASH

NODE.JS, JAVASCRIPT, HTML5, CSS3, JQUERY, CHALLENGE API

Jul 2015 - Present

- Designed and developed extensions, dashboards, and dynamic graphics for NodeCG for use in livestreaming *Super Smash Bros.* tournaments
- Created dynamically updated graphics using HTML5 and CSS3, with logic implemented using JavaScript and jQuery
- Successfully used for livestreaming Vancouver-area *Super Smash Bros.* tournaments on twitch.tv