

Subin Moon

(She/Her)



Currently studying in Computer Systems Technology at BCIT in Vancouver, Canada. An aspiring software engineer who is proficient in web development and equips solid knowledge about computer science such as object-oriented programming and database design.

CONTACT



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TECHNICAL SKILLS

Programming Languages

Python, JavaScript, HTML, CSS

Frameworks / Libraries

Bootstrap, React, node.js, jQuery, express.js, Flask

Databases

Firebase, MongoDB

Tools

Git, Github, Jupyter Notebooks

Other Softwares

Figma, Adobe Illustrator, MOS PowerPoint, MOS Excel

EDUCATIONAL HISTORY

British Columbia Institute of Technology

Jan 2021 - Present

- Computer Systems Technology | GPA: 90%
- Selected for Co-op program

University of Seoul

Mar 2014 - Feb 2020

- BA majored in Chinese | GPA: 94.2%

PROJECT

The Luckiest Numbers in Lotto Max | Python Tool Personal | Jul - Aug 2021

A web scraper extracts Lotto Max winning result data from a website

- Used BeautifulSoup library (a HTML parser tool) to extract data from the website
- Sanitized and converted raw data into DataFrame with the help of Pandas, and be able to export it into a CSV file
- Visualized the result in bar graphs with matplotlib

Portfolio | Responsive React Web Application

Personal | Jul - Aug 2021

- Built with ReactJS and Swiper framework
- Set up a database with Firebase to collect 'Contact me' form inputs
- Managed version control with Github and deployed on Herokuapp
- Used CloudFlare for content delivery network to improve website load time, as well as secure the website

BinWhere | Flask Web Application

Academic | Apr - May 2021

A web application that allows users to find common types of garbage bins near their location

- Conducted daily scrum meetings and end-of-sprint client meetings with the team applying the Gitflow Workflow on Github for version control
- Utilized Git and Github and created git request when merge works to the main branch
- Used HTML, CSS, JavaScript, for Front-end side, and Flask, Python, Firebase for Backend side. Experienced with automatically deployed feature from Github workflows and Microsoft Azure services.

Namu | Pygame Project

Hackathon | Apr 2021

A web game made with Python and Pygame

- Developed and presented successfully within 24 hours with a team of five
- Received Best Business / Video Pitch Prize

ShopSmart | JavaScript Web Application

Academic | Jan - Apr 2021

A web application that provides users with shopping and pantry lists

- Worked with four teammates using scrum agile methodology
- Handled merge conflicts throughout the project on Visual Studio Code
- Set up a database with Firebase; added, edited and deleted item details saved in the database