PETER WI

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in LinkedIn / GitHub

📍 North Carolina
(US & Korea Citizenships)

EDUCATION

BS in Computer Science
University of North Carolina
Chapel Hill, NC, USA | 2022
GPA: 3.8/4.0

Coursework: Quantum Computing, Models of Languages and Computation, Files and Databases, Internet Services and Protocols, Computer Organization, Modern Web Programming, Data Structures, Discrete Structures Systems Fundamentals, Foundations of Programming, Foundations of Statistics and Data Science

SKILLS

Programming
C#, Java, C++, C, Python, HTML, CSS, SQL

Tools and Frameworks
- Git, Visual Studio, Rider, IntelliJ IDEA, Windows Forms, SQLite, Qiskit

LANGUAGES

- English |Fluent
- Korean |Native

HOBBIES

- Cooking/trying foreign foods
- Traveling and living in other countries

PROFILE

Passionate student who wants to participate in the journey of growing companies. Looking for an internship in Summer 2022. Willing to learn new languages and technologies corresponding to the trend of the industries. Having strong computer science fundamentals, including design patterns, data structures and algorithms. Attention to details, concern of accuracy, and trial/error. Very cheerful as a team member and love to programming.

WORK EXPERIENCE

- NEOTOP, Hwasung-si, South Korea, (Intern from Jan 2021 to Jun 2021)
  - https://neotopco.com/
  - The company supplies equipment about Airborne Molecular Contamination to companies like Samsung Electronics, LG Display, and BOE. I was in the development team for equipment software, called NEOLAS.
  - Integrated the fragmented software versions for each client company into the unified software, called NEOLAS 3.0, to solve the version control issue.
    - Struggled a lot while designing new DB structure and refactoring the original spaghetti codes to get object-oriented structures.
    - Implemented what I learned from college such as Error/Testing, MVC, Singleton, Factory, and Synchronization.
    - Learned such as protocols, ports, cables, Database (MS SQL, SQLite, Server/Clients, Multithreading, Event Handling, Trial and Error.
    - Added new functionalities based on the customer companies' need, new communication protocols, and new analysis equipment.
    - Fixed bugs that existed in the previous software and that created while adding new functionalities.
    - Used C# 6.0 or higher, Dev Express, and others.

PROJECTS

- Tinder, Instagram, TikTok Clone
  - Developed a web-app using CSS, JavaScript, React, and Material-UI.
  - Configured the backend using Google Firebase, MongoDB (NoSQL database), Mongoose, Node.js (web server), and Express.js (web framework).
- Unity Game Development (Ludum Dare 45)
  - Developed a Unity Game using C# about a homeless dog with 8 team members for 72 hours.

EXTRACURRICULAR ACTIVITIES

- NASA Community College Aerospace Scholars (2019-2020)
  - Researched automation systems for Virtual Mars Rover Mission