

PHILIP S. YOO

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<https://philipsdyoo.github.io>

Education

New York University, College of Arts and Science - New York, NY

- Bachelor's in Computer Science and Mathematics
- Web Programming and Applications minor
- Cumulative GPA: 3.446
- Planned Graduation Date: May 2017

Skills

- Languages: Java, PHP, Python, JavaScript, HTML, CSS, SQL, MATLAB, C#, C, C++
- Experience with using jQuery, Node.js, Git, Amazon Web Services, Windows, OS X, Linux
- Earned Amazon Web Services Technical and Business Professional Accreditations
- Proficient with Microsoft Office and Adobe Creative Cloud

Work Experience

Söoryen Technologies - Oradell, NJ

Software Development Intern (June 2016 - August 2016)

- Improved custom database search code to handle multiple keywords and plural forms
- Wrangled data sets and migrated thousands of records from a SQL warehouse to a NoSQL database with Python scripts and the Amazon Web Services APIs
- Developed a machine learning application to predict and present the most engaging sales promotion to any given site visitor

Software Development Intern (September 2015 - January 2016)

- Honed web applications development skills with an employee mentor by continuing the Magento Enterprise project that started during the summer internship
- Created additional PHP modules, worked with third-party extensions that enhanced user experience, and experimented with the new Magento 2 framework
- Researched and documented critical web security procedures for the development team

Software Development Intern (June 2015 - August 2015)

- Learned and applied the fundamentals of web applications development in a commercial project
- Gained experience working with a team in a professional setting and startup environment on a Magento Enterprise e-commerce project by researching and installing plugins and by creating custom PHP modules

DotDream LLC. - New York City, NY

Mobile Game Developer (November 2014 - April 2015)

- DotDream is a small indie game development company
- Developed the smartphone supplemental application of the main game using the Unity game engine
- Regularly collaborated with other programmers and artists

Leadership and Extracurricular

NYU Seed

- Current President of the only on-campus Christian publication club at NYU
- Direct officers, recruit members, represent the club at special events, and manage the budget
- Designed, developed, and deployed the club's official website
- Participate every year in the Don't Walk By homeless outreach event with other members

Association of Computing Machinery

- Club member of NYU's ACM chapter