

Ray Oh

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Education

UNIVERSITY OF WASHINGTON

Seattle, WA

Paul G. Allen School of Computer Science: 3.87 / 4.00 GPA

Expected Graduation: June 2024

Relevant Coursework: Computer Programming, Software Design and Implementation, Hardware/Software Interface, Foundations of Computing, Web Programming, Machine Learning, Computational Biology, Data Management

NEWPORT HIGH SCHOOL

Bellevue, WA

3.75/4.00 UW GPA, 4.22/4.00 W GPA, ACT: 36/36, SAT MATH: 800/800

Graduation: June 2020

SKILLS

Languages: Python, Java, C, C++, HTML, CSS, Javascript, SQL, MATLAB

Technologies: Git, LaTeX, React, Express.js, Windows, OSX, Unity, IntelliJ, Eclipse, VSCode, Figma, Microsoft Office

PROJECTS

Flight Service | CSE 344 - University of Washington

December 2022

- Designed a database using SQL Azure server for a flight booking system
- Implemented the flight booking application that allows users to create an account, log in, make reservations, pay, and more using Java and SQL

Sorting Visualizer | Personal Project

July 2022

- Designed a web application that visually showcases different sorting algorithms in action using HTML, CSS, JS

Tower Defense Game | Personal Project

July 2021

- Designed a tower defense game modeled after Bloons Tower Defense using python and pygame

Chess.com Profile Information | Personal Project

February 2021

- Built a simple python program that returned a user's Chess.com profile information using the Chess.com API

Campus Paths | CSE 331 - University of Washington

December 2020

- Designed, implemented, tested, and optimized a directed, labeled graph ADT that simulated UW Campus and allowed clients to find the shortest path between two buildings using Dijkstra's pathfinding algorithm
- Implemented a GUI using React to interact with the UW Campus model
- Gained experience in software development and maintenance, project management, documentation, and testing

Application.getWorkExperience();

Phenomena Internship

November 2022 - Present

- Developed digital experiences to communicate STEM concepts to middle and high school students
- Created features and solved bug fixes in javascript for Phenomena's block-based coding system

Hiscore Learning Center / Educator

June 2019 - Present

- Taught English, math, and programming concepts to elementary and middle school students
- Designed lesson plans/tests and created multi-step problems for students

Model of United Nations Staff

March 2018 - February 2020

- Worked as committee director of different committees for multiple international conferences
- Created extensive background guides for delegates to base their debate off of
- Received one of the highest scoring staff reviews from attending delegates

Skate rental manager and on ice supervisor at the Bellevue Magic Seasons Ice Arena

October 2017 - February 2019

- Managed skate rentals and performed other duties such as cashier work, restocking supplies, and customer communication