Ray Oh

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Education

UNIVERSITY OF WASHINGTON Seattle , WA
Paul G. Allen School of Computer Science: 3.85 / 4.00 GPA Expected Graduation: June 2024
Relevant Coursework: Computer Programming, Software Design and Implementation, Hardware/Software Interface, Data Management, Computer Networks, Machine Learning, Artificial Intelligence, Web Programming

SKILLS

Languages: Python, Java, C, C++, C#, HTML, CSS, Javascript, Typescript, SQL
Technologies/Skills: Git, LaTeX, Angular, React, Express, Node, Azure DevOps, Azure Cosmos DB, Azure Storage Explorer, Postman, VSCode, Visual Studio Pro, Unity, IntelliJ, Eclipse, Figma, Windows, OSX, Agile Scrum

Application.getWorkExperience();

Costco IT - Full Stack Software Development Internship *June 2023 - September 2023*
- Supported the development of the new Costco Membership Global (MGLO) system in an Agile Scrum Team by resolving user stories, tasks, and bugs
- Improved code quality of RESTful APIs by implementing logging, stylistic, and readability enhancements

Phenomena - Software Engineer Internship *November 2022 - February 2023*
- Developed 6 interactive digital experiences that 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 - March 2023*
- Taught English, math, and programming concepts to elementary and middle school students
- Designed lesson plans/tests and created multi-step problems for students

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-based Sorting Visualizer using HTML, CSS, and Javascript to demonstrate different sorting algorithms and their time complexities
- Implemented sorting algorithms such as Bubble, Heap, Merge, Quick, Insertion, and Selection Sort
- Created an interactive user interface for the visualizer, allowing users to select the array size, sorting algorithm, and animation speed

Tower Defense Game | Personal Project *July 2022*
- Designed a tower defense game modeled after Bloons Tower Defense using python and pygame
- Implemented game mechanics such as enemy spawning, tower placement, movement animations, particle effects, and more
- Gained experience in game development, user interface design, playtesting, and project management

Campus Paths | *CSE 331 - University of Washington* *December 2020*
- Designed, implemented, tested, and optimized a directed, labeled graph ADT that stimulated UW Campus and allowed clients to find the shortest path between two buildings using Djikstra'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