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, .NET 6, ASP.NET Core, JSON, 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 - Tutor / 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

Seattle's Best Teriyaki and Pho Menu API | Personal Project   *May 2023*
- Developed a CRUD REST API from scratch using .NET 6 to manage menu items for Seattle's Best Teriyaki and Pho
- Implemented endpoints for adding, retrieving, updating, and deleting menu items with proper validation and error handling
- Gained experience designing industry level APIs

Sorting Visualizer | Personal Project   *April 2023*
- 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

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

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