SABRINA HYUNMI KO

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EDUCATION

B.A. English Literature, Computer Science Minor

May 2018

Computer Science GPA: 3.72/4.00

Smith College, Northampton, MA Ethel Olin Corbin Prize Winner '16 Mary Augusta Jordan Prize Winner '18 Asian/Pacific/American Studies Certificate

TECHNICAL SKILLS

Swift, XCode, Kotlin, Android, Java, Python, HTML, CSS, Javascript, Bootstrap, Unity, C#, Assembly, Linux, Bash, Ul/UX, Photoshop, Final Cut Pro, HTC Vive, Wordpress, Git

WORK EXPERIENCE

Hava Health

Aug 2018 - Present

Lead Mobile Developer

- Developed and extensively documented iOS and Android applications for connected nicotine cessation device for health-tech startup backed by VCs such as Backstage Capital, Village Global, Quake Capital
- Programmed a BLE (Bluetooth Low Energy) connection pathway with company's custom PCB, established communication standard between device and phone
- Utilized core frameworks, RESTful API, and 3rd party libraries

Flashstarts

May 2018 - Aug 2018

Software Engineering Intern

- Polished user interface and user experience for iOS application for B2B startup focused in conversion to paperless options
- Produced high-fidelity prototypes of nicotine cessation app using Swift
- Increased social media KPIs for VR-based PropTech startup, such as Twitter following by 18% and tweet impressions by 332%
- Generated graphic design for wedding dress redesign startup
- Designed and constructed Wordpress websites for two startups

5 College Learning in Retirement (5CLIR)

Dec 2016 - May 2018

Software Developer and Web Development Intern

- Built interactive GUI in Java to assist in the semesterly lottery that sorts members into desired class while considering various constraints
- Implemented sorting through comparators on class choice data from exported Microsoft Access spreadsheets using Apache POI API
- Updated WordPress website with HTML semesterly with interactive course catalog designed to be easily navigable by senior citizens

Department of Computer Science, Hampshire College

Aug 2017 - Dec 2017

Teaching Assistant

- Reshaped curriculum of Women in Game Programming course to include a more comprehensive introduction to good programming habits and foundational concepts along with an emphasis in team programming with Professor Ira Fay
- Held three hours of weekly drop-in hours to provide students guidance with projects, assistance with debugging, and explanation of concepts (i.e. data structures, for loops)

PROJECT

Tower Defense VR

Jan 2018 - May 2018

Producer and Programmer

- Crafted with a team of three a tower defense video game played in virtual reality
- Coordinated weekly work schedules for all team members to keep project on task and completed in a timely manner; created weekly presentations of progress for advisor
- Programmed various aspects such as enemy movement, control of mob waves, and shop functionality in C# within the Unity engine