SEAN-LUC GHIM

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SKILLS

Programming | C++, Java, SQL, Python, ARM Assembly, VB.NET
Web Development | React, JavaScript, TypeScript, HTML, CSS
Technologies | Next.js, Tailwind CSS, MySQL, Firebase, Git, Figma

EDUCATION

University of Washington **Sept 2022 – Dec 2024**
Bachelor of Science in Computer Science (GPA: 3.61) *Bothell, WA*
Relevant Coursework: Data Structures & Algorithms, SWE, Hardware & Computer Organization, Database Systems, OS, Web Programming & Apps, UI/UX, Principles of HCI, Multivariable Calculus

PROJECTS

EvenBabiesBuildPCs – PC Build Compatibility Checker **June 2024**
Full-Stack Developer | JavaScript, Python, Next.js, Tailwind, Sequelize, MySQL, Firebase, Git
- Collaborated on a 3-person team to design and develop an interactive PC building web app with Next.js and MySQL to inform users the compatibility status of their selected PC parts
- Leveraged GitHub Organization to establish version control and manage weekly sprint backlogs to ensure efficient Agile development
- Designed a LDM to represent 10 tables for PC parts and their multivalued specifications, and implemented the schema using Sequelize to allow users to select components for their PC build
- Utilized PyPartPicker to implement scripts that scrape the latest PC parts from PCPartPicker.com and convert the data into structured CSV files to populate the database with 2000+ PC parts
- Developed business logic using state management to dynamically update and display the compatibility status of a user's PC build based on selected components

Gesturised – Gesture Recognition Meeting Platform **Apr 2024 – June 2024**
Front-end Developer | TypeScript, React, Tailwind, Handtrack.js, Zustand, ESLint, Git
- Collaborated on a 4-person team to design, implement, and present a gesture recognition meeting platform, utilizing Handtrack.js to detect hand poses for initiating unique actions
- Managed project tasks using Linear and maintained version control with GitHub to facilitate efficient team coordination and Agile development
- Conducted minimal interaction usability tests with 9 participants to identify UI and hand gesture recognition pain points, enhancing app usability and detection accuracy with each iteration

Blockbuster – Video Rental Store **Jan 2023 – Mar 2023**
Back-end Developer | C++, Replit, Git
- Developed remotely with a group of two through Replit in C++
- Implemented a hash table via separate chaining to store all customers by their IDs for near O(1) retrieval and insertion
- Implemented linked lists and applied OOP principles (inheritance and polymorphism) to modularly sort and store movies