

# SAEHUN SEAN OH

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## SKILLS

### Languages

- Java
- Kotlin
- Python
- C#
- C++
- PHP

### Tools / Systems / Servers

- Git/SVN
- Vim / IntelliJ IDEA / Eclipse
- Android Studio
- Firebase
- Unity3d
- Parse
- Google Analytics
- Crashlytics
- Content Management System
- Third Party Integration

### Methodology

- Agile Development

### Special Interest

- Android Application Development
- UI/UX
- Music / Entertainment
- Entrepreneurship / Start-Up

### Miscellaneous

- Fluent in Korean

## AWARDS

### AT&T Mobile Hackathon Oct 2015

- 1<sup>st</sup> Place – Best Hackathon Overall
- 1<sup>st</sup> Place – Best use of MediaTek

### UCSD Project of the Month Nov 2015

- 1<sup>st</sup> Place

## EDUCATION

University of California,  
San Diego  
B.S. Computer Science  
June 2016

## EXPERIENCE

### Smule

#### Android Application Developer

*Jul 2016 – Present*

- Create highly customizable custom Views that are scalable and easy to use
- Develop and maintain 99% crash free rate for ~13 million installs, achieved by closely monitoring Firebase Crashlytics
- Lead core projects and participate in various code reviews actively to ensure better code quality without compromising velocity of the projects
- Utilize third party SDK including OkHttp and Retrofit to work with backend, Picasso and ExoPlayer for media usage, MoPub for ad placements, and Facebook/Twitter/Snapchat/YouTube APIs for content sharing
- Use RecyclerView, Adapter, and ViewHolder to dynamically load and display various types of contents from backend
- Transition code base and set up coding convention from Java to Kotlin

### DiscreteUnits

#### Android Application Developer

*Feb 2016 – Jan 2017*

- Developed a user-friendly application which allows users to look at menus, open/close tabs, and order food from the menu in a restaurant
- Used Parse, Facebook, Clover, and Stripe APIs to manage user credentials, menu items, and payment transactions

### MaXentric

#### Android Application Developer

*Aug 2015 – Jul 2016*

- Developed a front-end app for MaXJacket which replaces Motorola radio devices with VoIP service in addition to regular P25 technology
- Optimized and debugged an existing app which resulted in a 40% increase of crash free users
- Utilized Android sensors and libraries such as GPS with Google Maps and AsyncTask to improve functionality of the app
- Assisted with other projects using knowledge of Java, Multithreaded programming, Socket programming, and Relational Database

### A Little Scene

#### Android Application Developer

*Apr 2015 – Jun 2015*

- Developed an app called 'Flipbooks' which allows users to take a 10 second video, preview the video in flipbook format, and submit an order in physical form
- Used FFmpeg JNI library to resize and compress the recorded video to 1:1 ratio with smaller file size

## PROJECTS

### Pure Korean Clock

*Oct 2015 – Oct 2017*

- Created an Android app which displays the current time in Korean without any numeric symbols, with elegant design and transition animation
- Published to Google Play and recorded 2000+ downloads

### Brick Puncher

*Jan 2015 – Apr 2015*

- Made an Android Action game using Unity3d with a team of 4
- Published to Google Play