

SEAN YOON

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TECHNICAL SKILLS

Languages: C, C++ (including modern), C#, Python, HTML/EJS, CSS, JavaScript

Tools & Applications: Windows, Linux Ubuntu, Git, Nodejs Express, PostgreSQL, Microsoft Office

EDUCATION

Simon Fraser University, Burnaby, BC

September 2020 – June 2024

Bachelor of Science, Computer Science (CGPA: 3.43)

- Key courses: Data Structures & Programming; Software Engineering; Operating Systems

ACADEMIC PROJECTS

C++ Social Gaming Platform ([View Repository](#))

September 2022 – Present

CMPT 373, Software Development Methods (Modern C++, Git, JSON, Google Test)

- Presently working on a social gaming platform in modern C++ with a team of 8 that allows users to create their own games through JSON input (like Jackbox.tv)
- Wrote various unit tests using CMake and Google Test to assert proper functionality within classes and JSON parsing
- Utilized an object-oriented approach to create hierarchies of operations to manipulate/store data from the JSON

SFUnited Web Application ([View Repository](#))

May 2022 – August 2022

CMPT 276, Software Engineering (HTML/EJS, CSS, Nodejs, PostgreSQL, Git, Scrum, REST)

- Collaborated in a Scrum team of 4 to build a centralized web application that enables students to utilize SFU student resources
- Utilized SFU Data Hub API, Google Maps API, and Rate My Professor web scraping to provide data for different classes and professors in JSON format, stored in PostgreSQL database using SQL queries
- Tested the website and REST APIs using Mocha and Chai to ensure proper functionality

UDP Socket Chatbot

July 2022

CMPT 300, Operating Systems (C, Linux Ubuntu, PThread, VSCode)

- Developed a local chatbot that allowed two different UNIX processes to communicate with each other using UDP datagram sockets to introduce networking and sharpen low-level programming skills
- Allowed sending and receiving messages to execute concurrently by implementing kernel level threads (pthreads) in a multithreaded environment

PERSONAL PROJECTS

League of Legends Discord Bot

April 2022 – May 2022

(Python, Riot & Discord API, Google Cloud)

- Independently designed a Discord Bot for the game League of Legends to help track in-game statistics using Python requests library and Riot + Discord API
- Programmed efficient searching algorithms to compensate for the unlicensed Riot API being able to handle a maximum of 20 requests per second
- Utilized Google Cloud to host the bot through a Linux VM instance in the Cloud environment

WORK EXPERIENCE

Teaching Assistant

June 2021 – Present

Kumon Institute Education, Langley, BC

- Assisted students ranging from K-12 with reading and mathematics by providing visual and verbal assistance
- Provided insightful feedback by brainstorming different learning strategies with coworkers, tailored for each student