SEAN YOON

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SKILLS & QUALIFICATIONS

Languages: C, C++, C#, Python, HTML/EJS, CSS, JavaScript

Tools & Applications: Windows, Linux, ASP.NET Core (MVC), SQL Server, Entity Framework, Jira

EDUCATION

Simon Fraser University, Burnaby, BC   **Sept 2020 – (June 2024)**
Bachelor of Applied Science, Computer Science (CGPA: 3.43)

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

WORK EXPERIENCE

Web Developer Co-op
Provincial Health Services Authority, Brentwood, BC   **Jan 2023 – Present**

- Developed a console app using ASP.NET (C#), SQL Server, and Entity Framework that streamlined the process of filtering chemotherapy protocols for nurses between different health centers
- Designed and implemented a web app using ASP.NET Core MVC, HTML, Bootstrap, SQL Server, and client-side JavaScript that provided users with a secure login and access to specific statistical journals and periods
- Utilized Jira to provide system administration support to clients regarding Microsoft SharePoint and intranet support

Teaching Assistant   **June 2021 – Dec 2022**
Kumon Institute Education, Langley, BC

- Tutored mathematics to students ranging from K-12 by providing visual, verbal, and personalized assistance
- Customized learning strategies for students based on their strengths and weaknesses, ensuring their academic success

ACADEMIC PROJECTS

SFUnited Web Application   **May 2022 – Aug 2022**
CMPT 276, Software Engineering (HTML, CSS, Nodejs, PostgreSQL, Git, Scrum, REST)

- Worked collaboratively in a Scrum team of 4 to develop a social media platform that expedited connections between SFU students and university 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 a PostgreSQL database
- Created unit and functional tests for REST APIs using Mocha and Chai to ensure proper functionality

UDP Socket Chatbot   **July 2022**
CMPT 300, Operating Systems (C, Linux, Threads)

- 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   **Apr 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