

JOSEPH SEO

New York Metropolitan Area | U.S Citizen

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Education

Georgia Institute of Technology

Bachelor of Science in Computer Science

GPA: 4.0/4.0

Aug. 2023 – May 2026 (Expected)

Atlanta, GA

Relevant Coursework

- Data Structures and Algorithms
- Introduction to Database Systems
- Object-Oriented Programming
- Objects and Design
- Discrete Mathematics
- Linear Algebra
- Computer Organization and Programming
- Introduction to AI

Technical Skills

Languages: Python, Java, C#, HTML/CSS, JavaScript, SQL, R, TypeScript

Developer Tools: VS Code, IntelliJ, Android Studio, MySQL, PostgreSQL, Figma

Technologies/Frameworks: React, React-Native, Git/GitHub, JUnit, Django, Microsoft Office Suite (Excel, Word, PowerPoint)

Experience

WellEd Labs

Jun 2024 – August 2024

Software Engineer Intern

Palisades Park, NJ

- WellEd Labs is responsible for creating the “The Digital SAT”, an online SAT/PSAT prep test taking site that is distributed to tutors and academies.
- Developed an admin site using React and Django, creating effective data management solutions to streamline workflows and enhance data visualization, significantly accelerating development timelines.
- Explored PostgreSQL and company databases to optimize data retrieval and integration with Django, ensuring efficient and accurate data management.
- Utilized Excel to organize, transfer, and format data, ensuring accuracy and efficiency in data management processes.

Stealth Startup

May 2024 – Present

Software Developer

Virtual

- Developed a prototype for startup software using React-Native, Node.js, and MongoDB in collaboration with a small, agile team while effectively communicating and coordinating with team members.
- Specialized in front-end development, leveraging React-Native and Node.js to design and implement dynamic and responsive user interfaces for mobile app.

Grid Resilience, Outage, Weather, Emergency Response (GROWER) Lab

January 2024 – Present

Researcher

Atlanta, GA

- Managed existing power outage datasets including cleaning, merging with other datasets, and standardizing for further analysis using the Google Collabs tool and Python Pandas Library.
- Researched weather data using R to identify patterns and gaps in the current infrastructure, providing actionable insights for system improvements and expansion.
- Analyzed historical weather trends and integrated findings into strategic planning to enhance system robustness and reliability.

Projects

Personal Portfolio | React, TypeScript, TailwindCSS

January 2024

- Built a personal portfolio using React and TypeScript, designing a modern, interactive interface to showcase projects and technical skills with a focus on usability and responsiveness.
- Deployed the portfolio on Vercel, utilizing its continuous deployment and serverless features to ensure fast, reliable hosting and seamless updates.

Project Bonbon | C, Unity Game Engine, Git

September 2023

- Bonbon is a narratively driven sweets themed turn-based JRPG developer by the VGDev at Georgia Tech.
- Developed game mechanics with 50+ other developers using the Unity game engine and utilized Git for version control.
- Implemented the scene transition system and asynchronous loading screens to ensure smooth transitions and maintain performance during scene changes in the game.