

Seulmin Ryu

NEW YORK, NY

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EDUCATION

New York University, College of Arts & Science

B.A. in **Computer Science** | Class of 2021

- Web Programming and Applications Minor | 3.5 / 4.0 GPA

EXPERIENCE

Publicis Sapient – Associate Software Engineer

May 2021 - Present | New York, NY

- Develop UI components for internal web application for Albertsons Companies, one of the largest food and drug retailers in the United States using **Next.js** and **Tailwind CSS**.
- Collaborate with designers in agile sprints to design attractive and responsive UI components.
- Enhance user experiences across the internal application by interfacing with product managers to improve UI.

BioDigital – Software Engineer Intern

June 2020 – August 2020 | New York, NY

- Transitioned marketing website from AngularJS to CMS using **CraftCMS**, **Tailwind CSS**, and **JavaScript**.
- Developed new label sorting, theme, and sequence features for Human Studio, an interactive 3D Human Anatomy Application using **Angular 9** and **SASS** while working in an agile environment.

NYU Gallatin School of Individualized Study – Information Technology Intern

February 2019 – June 2020 | New York, NY

- Communicated with faculty and administration to provide technical support.
- Assisted Director of Operations with software and hardware installation and other supportive tasks.

PROJECTS

Spotterfly (*MongoDB, Express.js, React.js, Node.js*)

- Full stack web app created with the Spotify API to match users with similar top artists and top tracks, allowing matched users to share each other's playlists.

Alcoholmetrics (*MongoDB, Express.js, React.js, Node.js, Passport.js*)

- Full stack web app that allows each unique user to keep track of how much alcohol they drank and determines whether the user's alcohol tolerance improved or not. Incorporated persistent data storage and provided authentication.

Chop Chop! (*XCode, Swift, Firebase*)

- iOS App that allows users to input ingredients in their pantry and recommend recipes that matches the ingredients.

VR Maze (*A-Frame, p5.js, Socket.io, Node.js*)

- Web VR Maze where users can play each other to find the treasure box in the VR space.

SKILLS

Languages: HTML, CSS, JavaScript, TypeScript, Python, Java, Swift

Frameworks/Libraries: React, Angular, Node.js, Express.js, Passport.js, Tailwind CSS, SCSS/SASS, MongoDB

Tools: Git, Visual Studio Code, Jira, Figma, Sketch, XCode