

Basil H. Ok

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Objective

Recent university graduate with a major in Computer Science. I seek to leverage my experience and knowledge gained at George Mason University for a Software Developer role. I will be available for a 40-hour workweek upon hire and can work with a flexible schedule.

Education

George Mason University	Fairfax, VA	01/2013 – 6/2014
Bachelor of Science in Computer Science		01/2022 – 12/2023

Skills

Languages: Java, C#, C, Python, JavaScript, SQL, HTML
Other: React, Nodejs, MongoDB, Git, Junit, Excel

Projects

Point of Sale System (Group) | 01/2023 – 05/2023

- https://github.com/sjok101/pos_v-01.git
 - Engineered a dynamic Point of Sale (POS) system featuring offline capability through an internal database, ensuring seamless operation even in network-limited environments.
 - Leveraged Java to architect a robust database capable of managing annual data loads exceeding 10,000 entries, with scalability for higher volumes.
 - Utilized Scene Builder to design an intuitive user interface and graphical models for comprehensive restaurant analytics, enhancing user experience and decision-making processes.
 - Implemented agile methodologies, following a Model-View-Controller (MVC) pattern across five sprints to ensure iterative development, adaptability, and stakeholder involvement.

Radio Web App (Producer Private Page) | 08/2023 – 11/2023

- <https://github.com/sjok101/swe432-webApp.git>
 - Designed and implemented a Producer's private page enabling dynamic management of DJ schedules and playlist content within a radio broadcasting environment.
 - Initially constructed with HTML, the project underwent migration to an Express framework for expanded functionality and scalability.
 - Employed Node.js and MongoDB to facilitate comprehensive CRUD (Create, Read, Update, Delete) operations, ensuring robust data management and flexibility in content handling.

Text-Based Battler (In-development) | 01/2023 – Current

- <https://github.com/sjok101/text-based-battler.git>
 - The Text-Based Battler is a web game application modeling real-time strategy through an imitative approach in replicating authentic battle mechanics seen across popular titles.
 - React is being used to develop the application.

Sudoku Web Application (In-development) | 01/2023 – Current

- <https://github.com/sjok101/mySudokuGame.git>
 - Crafting a Sudoku web game featuring randomly generated valid boards and intuitive hint functionalities to assist users during gameplay.
 - Currently in the initial development phase, focusing on algorithm implementation and logic validation using Java. Future iterations will involve migration to React for web integration.