

SOOYEON OH

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EDUCATION

University of California, Berkeley

August 2019 – May 2023

B.A. in Computer Science

GPA: 3.88/4.00

Technical Courses: Structure & Interpretation of Computer Programs, Data Structures, Machine Structures, Principles & Techniques of Data Science, Designing Information Devices & Systems, Web Design

SKILLS

Programming: Python, Java, C, RISC-V Assembly, SQL, HTML/CSS/Javascript, ReactJS

Tools: Bootstrap, Microsoft Office Suite, Adobe Creative Suite, Figma, Git, Pandas, Seaborn, Scikit-learn

PROJECTS

NumPy in C (C)

April 2021

- Created a C version of NumPy and optimized performance using AVX extensions, cache blocking, and OpenMP
- Achieved a 97x speedup for matrix multiplication, 1048x speedup for matrix power, and 97x speedup overall

Dungeon Exploration Game (Java)

December 2020

- Developed a 2D tile-based dungeon exploration game engine with randomly generation rooms and hallways
- Designed GUI elements and implemented a heads up display, keyboard input, and save and load feature

Email Classifier (Python, Scikit-learn, Seaborn)

November 2020

- Created a logistic regression model to classify emails as either spam or not spam; achieved 93% accuracy
- Performed exploratory data analysis and used cross-validation to select the regularization parameter that minimized loss

Web Mapping Application (Java)

October 2020

- Built a Google Maps inspired web application for the UC Berkeley campus with map rasterization, A* search algorithm between two points, and autocomplete search feature

EXPERIENCE

Computer Science Academic Intern

January 2021 – Current

UC Berkeley EECS Department

- Assisted in teaching a section of 30+ undergrad computer science students concepts in core data structures
- Spent 39 hours debugging student code and answering conceptual questions in lab sections

Student IT Technician

July 2020 – March 2021

UC Berkeley IT Department

- Successfully completed data backups, system recovery, computer imaging, and software installations according to data management and security protocols
- Provided tech and troubleshooting support for softwares used in remote instruction such as Zoom

LEADERSHIP ACTIVITIES

UI/UX Design Developer

September 2020 – Current

Web Development @ Berkeley

- Worked with a team of 8 engineers, designers, and project manager to conduct research and design user interfaces from the ground-up for industry clients
- Spearheaded the storyboarding, wire framing, and prototyping processes for user dashboards, landing pages, and login pages at a transportation startup and fintech startup

Director of Technology

January 2020 – March 2021

Engineers for a Sustainable World

- Managed the main website for the organization and made updates based on club activities
- Led a team of 6 in organizing a virtual, environment-focused hackathon in March and November 2020 to explore the implications of the COVID-19 crisis on the environment; reached 137 participants