

Scott Cho

San Jose, CA | (541)255-5401

srmcho81.rd@gmail.com | www.scottcho.com | [Github](#) | [LinkedIn](#)

Technical Skills

Databases	PostgreSQL, MongoDB, SQLite, DBeaver, MySQL
DevOps	Docker, GitHub, AWS EC2, AWS S3, AWS RDS
Other Technologies	Git, Postman, IntelliJ, Spring Tool Suite, VS Code
Java	Java, OOPS Principle, Spring Boot, Spring MVC, Java Syntax
JavaScript	HTML, CSS, JavaScript, React, Bootstrap

Projects

Amplifire Heroes - Full Stack Developer | [Github\(back\)](#) | [Github\(front\)](#) | Full Stack API(Group Proj.) 2022

- Helped establish ideas for several entities' tables, properties and their relationship, with the assistance of DBeaver's View ERD diagram function.
- Implemented Axios to communicate with the back end in order to send HTTP requests to REST endpoints and execute CRUD operations.
- Built component and page js files for armor, weapon, item entities and implemented source code to enable Crud operation on UI in submission form, table page and detail page.

Car Dealership - Full Stack Developer | [Github](#) | Web API 2022

- Utilized Docker to create and run Postgres containers to use it as an api database.
- Used Dbeaver to connect to the database and execute sql statements to create & view data tables.
- Developed three different relational entities in the database using PostgreSQL RDBMS technology for users giving power to create or retrieve as a non-user.

Athlete Database - Full Stack Developer | [Github](#) | A database of Athletes records (Individual Proj.) 2022

- Created jsp forms with Spring Tool Suite to implement post / edit / delete / search functionality for a seamless and intuitive user experience
- Implemented a MySQL database that ties listing systems with users (hosts), athletes, competitions, nations, and competition musics for a secured and organized data table
- Developed eight different relational entities in MySQL database for users giving power to the user logged in, such as deleting or editing athletes & competitions they created as hosts.

Friendbook - Full Stack Developer | [Github](#) | A clone of Facebook's *social media app* (Group Proj.) 2020

- Created jsp forms with Spring Tool Suite to implement post / edit / delete functionality for a seamless and intuitive user experience
- Implemented a MySQL database that ties listing systems with users (hosts and attendees) and events for a secured and organized data table
- Developed five different relational models in MySQL database for users giving power to the user logged in, such as deleting or editing posts they created as hosts.

2020

AQI-Maps - Full Stack Developer | [Github](#) | *Real time air quality map* (Group Proj.)

- Implemented React component forms with VS Code&MongoDB for secure login/registration
- Set validation error messages using React to bolster form security
- Used Axios to send HTTP post(user, email, login password info, registration) from a client to a backend(server)

Professional Experience

- Revature - Full Stack Java Developer** | San Jose, CA 2022
- Trained to learn depth on Java, JavaScript and related technologies.
 - Worked on full stack projects(Java and JavaScript).
- Tim Everitt Productions - CG Character Animator** | Los Angeles, CA 2019-2020
- Animated dinosaur characters and camera using Maya as part of a 90 min CG animated film project based off a storyboard for attractive, creative, dynamic and entertaining visuals
- iMediaBay - CG Character Animator** | San Francisco, CA 2018
- Worked closely with client in order to create a storyboard for a 15 second 3D animated commercial on mental therapy and ensured that the animation clearly conveyed the client's intended message in an appealing way
 - Animated a character using Maya
- 2020 Venture Studio, - CG Character Animator** | San Mateo, CA 2014-2016
- Animated characters and cameras for game cutscenes and trailer using Maya and Unity Engine in an indie game : Chasing Dead to make the scene impact with a more dynamic, captivating camera walk in first person or third person perspective
 - Translated English menus and dialogue subtitles into Korean and Japanese
 - Playtested game to find and report glitches as a playtester to ensure the game worked flawlessly and satisfy the players' expectations
 - Exported video files and sound files for the game using video editor and Audacity

Education

- Coding Dojo** | Certificate in Full Stack Development | *San Jose, CA* 2020
- Immersive full stack training program in Python, Java and MERN
- Academy of Art University** | MFA in 3D Character Animation | *San Francisco, CA* 2009-2012
- University of Oregon** | BA in Multimedia Design | *Eugene, OR* 2000-2005

Additional Skills

CG CharacterAnimator (Maya, Unity Engine)
Trilingual: English, Korean, Japanese
Video Editing (Adobe Premiere)
Audio Editing (Audacity)