Sangjin Choi

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EDUCATION

Korea Advanced Institute of Science and Technology (KAIST)

School of Computing, Software Intensified Program

Daejeon, Korea

GPA: 3.72 / 4.30 (major), 3.68 / 4.30 (cumulative)

COURSEWORK

Data Structure; Discrete Mathematics; Intelligent Robot Design and Programming; System Programming; Introduction to Algorithms; Digital System and Lab; Programming Language;Introduction to Computer Networks; Introduction to Software Engineering; Software Project; Foundation of Video Game Design; From Nand to Tetris (in progress); Computer Organization (in progress); Computer Science Project (in progress); Artificial Intelligence Based Software Engineering (in progress)

SKILLS

Coding: C/C++, Python, Java, HTML, CSS, JavaScript, XML, Scheme, Scala, x86 assembly, MIPS assembly, VHDL

Technologies/Environment: Windows, MacOS, Linux, UML, Django, Jekyll

EXPERIENCE

University of California, Santa Cruz
- Summer Session from June 25th, 2017 to July 29th, 2017
- Took two courses, Introduction to Software Engineering and Foundation of Video Game Design.

KAIST hacking security club GON
- Member (2015~2016)
- Studied hacking and security every week.

PROJECTS

VELO | Android Front-end Developer, SCRUM Master
- June 2017 ~ July 2017
- App that lets the owner of a registered bicycle lend his/her bicycle to other users.
- Used XML and Java with Material Design library to develop the front-end.

FACED | Face Recognition Module Developer, Android Front-end Developer
- August 2017 ~ (in progress)
- Automated, customized Television Channel Switching System based on face recognition.
- Used Python for the face recognition module, XML and Java for the Android mobile app.

IMONET | Front-end Developer
- January 2017 ~ (in progress)
- WebApplication that helps users to find babysitters.
- Used HTML, CSS, JS to develop the front-end (based on JSP framework).

TRINEUROTEC | Main Developer
- September 2017
- Implement webpage for Konkuk University biomedical science and technology lab that researches ADHD.
- Used HTML, CSS, JS with Bootstrap library based on Jekyll framework.

KENS
- April 2017 ~ June 2017 (coursework for Introduction to Networks class)
- Implemented TCP/IP layers with C++.

TSP Solver
- September 2017 (coursework for Artificial Intelligence Based Software Engineering)
- Implement Traveling Salesman Problem solver using stochastic optimization. (Problem instances in TSPLIB)
- 1st place in class. Used Python with Simulated Annealing method to solve the rl11849 problem.