Soocharn (Leo) Jeong

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Education:

University of Toronto

Honours Bachelor of Science - Computer Science / Junior / September 2022 ~ 2027 / Toronto, ON

- **Relevant Coursework:**
  Software Design (Agile, OOP, Android App Development, Java), Intro to Databases and Web applications (SQL/RDBMS, Front/Backend Development, Flask), Differential Calculus, Advanced Linear Algebra, Intro to Programming II (C, Data Structures and Algorithms), Discrete Mathematics, Multivariable Calculus, Introduction to Probability, Intro to Programming I (Python)

- **Coursera Certificates:**
  Database Design and Basic SQL in PostgreSQL – University of Michigan

Projects:

PERN ToDo List *PERN Stack Project, Full Stack Developers*

- Built a RESTful API to run read/insert/update queries for to-do list data in a PostgreSQL database over an http request.
- Utilized React.js states and Express.js middleware to fetch and present data between the client and the server.
- Set up a PostgreSQL database with auto-incrementing id and rich text content.
- Utilized proxy on http calls within React components to practice encapsulation, improving overall security of the app.
- Fixed a bug that was preventing the app from being hosted to Heroku by implementing SSL rejectUnauthorized guard.

Portfolio Website *React.js Project, Frontend Developer*

- Developed a Netlify-deployed personal portfolio utilizing React.js and Tailwind-CSS.
- Utilized array-to-UI mapping in JavaScript and Tailwind-CSS to create 27 easily manageable interactive elements.

Toronto Asian Arts Museum App *Android Project, Android Application Developer*

- Built an async Firebase API for reading image and text data from a Firebase database according to a specific user story.
- Developed XML views and Java activities to generate a pdf report using the raw data read by the API.
- Followed an agile development schedule in a Jira team, meeting strict sprint deadlines and participating in code reviews.

Penguin Species Clustering AI Model *Azure Machine Learning Project, Data Scientist*

- Orchestrated a training pipeline and an inference pipeline for a K-mean clustering model that sorts unknown penguins into different species based on their culmen length/size, flipper length, and body mass.
- Performed data cleanup and normalization on a raw csv file, improving the average distance to centroid to 0.26.
- Wrote tests with Python Pandas library within the Azure-integrated Jupyter notebook to certify consistent predictions.

Waktapulse First Person Shooter *Unreal Engine Project, Game Developer*

- Developed a pre-alpha version of an Overwatch–inspired hyper FPS genre shooter in Unreal Engine C++.
- Created blend layers and state machines of 13 custom skill animations to recreate a natural overwatch-style look.
- Created a character controller utilizing the ground normal vector and the directional vector of the player-controlled entity.
- Implemented a replication layer for animations and projectiles over the local network connecting 2+ clients.

Leadership:

Google Developer Student Club Executive *November 2023 ~ Present / Toronto, ON*

- Invoked student engagement for GDSC-hosted events like the Google DevFest, gathering 100+ student developers.

GenAI Genesis 2024 Hackathon Organizing Committee *February 2024 ~ April 2024 / Toronto, ON*

- Hosted a hackathon for Google's #BuildWithAI Campaign, which produced 24 AI projects conforming to the 17 UN sustainability goals with GDSC, UTMIST, and UofTAI members.

Technical Skills:

Python / C / C++ / JavaScript / HTML5 / Java / CSS / React.js / Tailwind-CSS /
Unreal Engine 5.3 / SQLite / PostgreSQL / Node.js / Flask / Git / GitHub / Jira / Agile Methodology / Scrum / Android
Studio / XML / Mockito / Express.js / Azure ML Studio / Postman / DBeaver / Firebase