Derek Jeong

wnsgur3470@gmail.com | https://kimchidude.netlify.app/ | github.com/wnsgur4322

Technical Skills

Languages: JavaScript, Go, Python
Web Development: React.js, Vue.js, HTML/CSS, RESTful APIs, Expo, Video.js
Database Management: MySQL, MongoDB, RedShift, AWS S3 & RDS
Artificial Intelligence: TensorFlow, PyTorch, AWS SageMaker
Other Tools: AWS, Docker, Git, VS Code, Visual Studio, Linux, Unreal Engine 4, OpenCV

Experience

Software Engineer, Ezoic Inc. – Carlsbad, CA   March.2022 – June.2024
- Optimized the video player for contents and Ads, and developed a video creator web platform, called Humix, for publishers and content creators. Used VideoJS, Javascript, Go, Vue.js
- Implemented user-friendly interfaces using Vue.js for frontend and Go for backend, ensuring a cohesive user experience and seamless integration.
- Pioneered innovative AI projects with AWS SageMaker and ChatGPT, enhancing Ezoic's video platform by integrating advanced analytics and automated video matching to improve content relevance and user experience.
- Developed backend services with Go to create CRUD operations for video upload, processing, and management, enabling efficient video handling for clients.
- Improved platform performance through Emergency Support schedule with AWS DevOps and Opsgenie, bug fix day, effective team collaboration with flexible communication channels, and technical solutions community in Ezoic.

Frontend Developer, Wizrds LLC. – Sacramento, CA   June.2021 – January.2022
- Managed web development projects with the team, optimizing all cross-browser and multi-platform responsiveness.
- Implemented user-friendly interfaces and functionalities using React and Node.js.

Projects

Humix.com | JavaScript, Vue.js, Go, AWS, MySQL, SageMaker, Video.js   2023 – June.2024
- Developed and maintained a dynamic video streaming platform using JavaScript, Vue.js, and Video.js.
- Implemented back-end services with Go to handle video processing, user authentication, and data management.
- Deployed and managed cloud infrastructure on AWS, ensuring scalability and reliability of the application.
- Optimized database operations and queries for performance using MySQL.
- Integrated AWS SageMaker for advanced machine learning capabilities, enhancing video recommendation and user experience.

Check-crypto | JavaScript, React, Go, AWS   2024 – Present
- Developed a web-based platform providing trust levels of cryptocurrencies for all users, acting as a scam checker.
- Implemented backend services using Go and AWS to analyze and verify cryptocurrency data.
- Designed and developed the front end with React.js to ensure a user-friendly interface.
- Integrated various APIs to fetch real-time data on cryptocurrency legitimacy and potential scams.

Interactive Visualization for AI Education | JavaScript, React, TensorFlow, Keras   2020 – 2021
- Collaborated on an undergraduate senior capstone project with mentor Dr. Kahng Minsuk.
- Developed a web-based interactive visualization tool using Jupyter Widgets and Python, aimed at beginners learning AI or machine learning.
- Generated various visualization features such as confusion matrix, accuracy changes, feature extractions, and connections across layers of AI models.

Automatic Investment Bot for Cryptocurrency | Python, PyQt, OpenAPI   2021
- Participated in the 2021 BeaverHacks Hackathon alongside another undergraduate student.
- Created an automatic investment bot for cryptocurrency using OpenAPI and Volatility Break-out strategy.
- Designed user-friendly interfaces for checking cryptocurrency overviews, charts, orderbooks, and login authentication with API keys.

Teachable Machine | JavaScript, TensorFlowJS, NodeJS 2020
- Independently worked on a project with mentor Dr. Kahng Minsuk.
- Developed a web-based tool with JavaScript that simplifies creating machine learning classification models.
- Implemented KNN classifier and neural network using TensorFlowJS API, achieving over 90% accuracy for each class with a minimum of 10 images.

Education

Oregon State University – Honors Bachelor of Science in Computer Science, 3.86 GPA 2021
Research
- Data Analysis and Visualization with Unreal Engine - URSA Engage 2019 with Dr. Raffaele de Amicis
- Improve the Grasping Performance by Analyzing Target Objects with Computer Vision and Deep Learning Algorithm - Honors College Thesis with Dr. Cindy Grimm