

Yu Chan Jeong

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Work Experience

iOS App Developer, Ouachita Baptist University

May 2023 – July 2023

J.D. Patterson School of Natural Sciences Summer Research Program

- Developed an app in Swift through Xcode that predicts the sweetness of a watermelon using the Brix scale
- Revitalized application's user experience paradigm by integrating novel GUI interactions
- Deployed application to the Apple App Store using the Apple Connect web interface from the Apple Developer Program
- Incorporated Google Admob banner ads in the lite version of the app
- Tested app for multiple iOS models through Xcode Simulator, ensuring a responsive design
- Developed in the SwiftUI framework, working with views, events, layouts, data inflow and outflow, and user interaction

Projects

Dr. Thump App

July 2023

- Developed an app in Swift that takes in characteristics of a watermelon, records a thump sound, and predicts watermelon sweetness level
- Created hamburger menu button that opens an overlay with additional options
- Implemented a decreasing blue bar that indicates the length of time provided to record the thumping of a watermelon
- Created universally synced toggles that retain information on which results to display and whether to skip the instructions page
- Applied highlighting of weight buttons to indicate which selection was made
- Built a button that collapses the stack of weight buttons and pops up a text field with an accompanying number pad
- Safeguarded application against errors in sound processing and provided error display to user

Family Tree Application

February 2022

- Built a user interactive script in Java, generating and manipulating genealogy trees
- Translated input text files into a linked list and binary tree hybrid structure
- Constructed depth-first-search, recursive and iterative methods providing ancestral tracing, child node addition and removals
- Displayed the output tree by recursively traversing through the tree

Simon Game Simulator

May 2022

- Created the Simon Game in C# where the game interface displays a pattern of button selections that should be repeated to win
- Implemented array comparison algorithm to increase game level difficulties
- Built a text file database storing user credentials, progress loads, and login verifications
- Designed a graphical user interface using Visual Studio Windows Forms

Skills

Programming Languages: Swift, Java, C#, JavaScript, Python, OCaml

Platforms: Xcode, IntelliJ, VS Code

Version Control: Git, GitHub

Education

Ouachita Baptist University

B.S in Computer Science

Arkadelphia, AR

GPA: 4.0

Minor in Mathematics

Graduation: May 2024

Relevant Course Work

Artificial Intelligence [Python]

Computational Complexity

Internet Development [Javascript]

Computer Networks [Command Prompt]

Data Structures [Java]

Programming Languages [OCaml]

Programming II [C#]

Programming I [Java]

Other Work Experience

Administrator Student Assistant, Ouachita Baptist University

August 2021- Present

Daniel & Betty Jo Grant Center for International Education

- Queried a reporting sheet to analyze university employer data for school management team to make informed and data-driven business decisions, using Microsoft Excel
- Generated visual charts of 7-year data for comprehensive employer's university report
- Organized and secured high-priority legal documents for alumni and current international students