Yu Chan Jeong

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Education

Ouachita Baptist University | **B.S in Computer Science** | **Arkadelphia, AR**
GPA: 4.0 | **Minor in Mathematics** | **Graduation: May 2024**

Work Experience

Tech Integration Coordinator, University of Tulsa Sodexo **July 2024 – Present**

- Designed, implemented, and tested 5+ Transact menu structures in accordance with the needs of cashiers and customers
- Optimized clover credit card displays by reorganizing items categories based on bartender needs and reporting shortcomings
- Investigated problems in devices like printers, desktop, handheld devices and created systems to provide requested solutions
- Developed and established a system that categorizes products into different tenders in line with university goals
- Utilized Excel and Python to perform large-scale data organization and extraction for C-store pricing and inventory
- Acquired expertise in extracting backend data from Clover credit card systems, configuring device setups, and creating customized menu structures to optimize transaction workflows and user experience.
- Discovered inefficiencies in team projects and created preventative measures, such as a timeline and checklist for football events

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
- Designed and implemented GUI features according to the user interactions and requests
- Self-taught new systems, such as the SwiftUI framework, Apple Developer Program, and Google Admob
- Checked for quality assurance by testing app in a diverse set of scenarios—using several models in Xcode and physical devices

Skills

Programming Languages: Swift, Java, C#, JavaScript, Python, OCaml
Platforms: Xcode, IntelliJ, VS Code
Version Control: Git, GitHub

Projects

Family Tree Application

- 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

Pokémon Search Engine

- Engineered a search engine application to process a name input and retrieve associated Pokémon statistics
- Developed an infrastructure that connects with a API and extracts JSON data using JavaScript
- Crafted a user interface to display Pokémon data using CSS and HTML

Simon Game Simulator

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