

# YOSUP CHEON

✉ [yosupc@sfu.ca](mailto:yosupc@sfu.ca) |  [Github](#) |  [Website](#) |  [Linkedin](#)

## EDUCATION

---

**BSc in Computing Science**, Simon Fraser University May 2019 – Dec 2023 (Expected)  
• **Relevant Courses:** Data Structures and Algorithms, Database Systems I, Introduction to Software Engineering

## SKILLS

---

**Languages:** Python, C/C++, Java, HTML/CSS/JavaScript, SQL  
**Other:** Git/GitHub/GitLab, Ubuntu Linux, Visual Studio Code  
**Soft Skills:** Self-motivated, Eager to learn, Communication, Problem Solving, Prioritizing

## PERSONAL PROJECTS

---

**To Do List** | <https://github.com/yosupCheon/To-Do-List> June 2022 – In Progress  
(Electron, HTML, CSS, JavaScript, Node JS)  
• Devised a desktop app by using Electron open source software that a user can manage one's to-do list  
• Used the Node JS file system and Inter-Process Communication to save and load the items of the list from a local text file

**Handwritten Equation Solver** | SFU Open Source Development Club Nov 2021 – In Progress  
(TensorFlow, Keras, Python)  
• Established a machine learning model by implementing hidden layers and training with the data  
• Created the data set of numbers and arithmetic operators for training the model

**Portfolio Website** | <https://yosupcheon.github.io/> Mar – May 2022  
(HTML, CSS, JavaScript, jQuery)  
• Built a website with HTML, CSS and JavaScript and released a portfolio through GitHub Pages  
• Implemented a dropdown menu bar using jQuery for a user to navigate the list of contents

## COURSE PROJECTS

---

**Video Rental Store** | Database Systems 1 (CMPT 354), SFU March – April 2022  
(SQLite, Azure SQL Database, Python, Flask)  
• Developed a video rental service by using DBMS and Azure SQL Database to manage customers' information, rental plan, and rental state  
• Established a relational database to manage the data in the form of a table

**Maze Game** | Introduction to Software Engineering (CMPT 276), SFU Sept – Dec 2021  
(Java)  
• Coded a 2D-style maze game by using Java that a user can interact with the keyboard  
• Collaborated as a group of four to implement and refactor the individual features, completing the project efficiently and accurately