

YOSUP CHEON

✉ 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, Operating Systems (Now), Networking (Now)

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