

# YOSUP CHEON

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

## EDUCATION

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**BSc in Computing Science**, Simon Fraser University May 2019 – Expected Dec 2023

- **Relevant Courses:** Data Structures and Algorithms, Data Structures and Programming, Database Systems I, Introduction to Software Engineering

## SKILLS

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**Languages** Python, C/C++, Java, HTML/CSS/JavaScript, SQL

**Tools** Git/GitHub/GitLab, Ubuntu Linux, Visual Studio Code, SQLite3, Electron

**Soft Skills** Self-motivated, Eager to learn, Communication, Problem Solving, Prioritizing

## PERSONAL PROJECTS

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**To Do List** | <https://github.com/yosupCheon/To-Do-List> June 2022 – In Progress

- Created a desktop app for to-do list using Electron open source software
- Used the Node.js file system and Inter-Process Communication to save and load the items of the list on a local text file

**Handwritten Equation Solver** | SFU Open Source Development Club Nov 2021 – In Progress

- Built a basic machine learning model that classifies handwritten numbers
- Created own data set of numbers and arithmetic operators
- Self-taught the Keras API by searching online, watching tutorial videos, and reading blog posts
- Collaborated as a group of six to discuss and plan a project

**Portfolio Website** | <https://yosupcheon.github.io/> Mar – May 2022

- Built a basic website structure with HTML, CSS and JavaScript
- Deployed the webpage through GitHub Pages
- Implemented dropdown menu bar using jQuery

## COURSE PROJECTS

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**Video Rental Store** | Database Systems 1 (CMPT 354), SFU March – April 2022

- Devised a video rental service that kept track of the customers' information and rental state
- Established a relational database through Azure SQL
- Connected DBMS through ODBC driver by using the pyodbc module
- Used SQL query to obtain the values from the database to manage data

**Maze Game** | Introduction to Software Engineering (CMPT 276), SFU Sept – Dec 2021

- Created a 2D-style maze game in Java
- Collaborated as a group of four by communicating about features and dividing works
- Implemented a class for moving enemy object
- Refactored codes by reviewing the completed implementation to enhance the readability