

YOSUP CHEON

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

EDUCATION

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

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

Tools 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

- Created a desktop app for to-do list using Electron open source software
- Implemented a feature that adds a user's input to the list

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

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