

Edward Yun

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EDUCATION

SAN FRANCISCO STATE UNIVERSITY

SAN FRANCISCO, CALIFORNIA

B.S. in Computer Science, GPA 3.9, Magna Cum Laude

Aug 2020 – May 2022

Interest/Focus Areas/Courses: Analysis of Algorithms, Artificial Intelligence, Data Structures, Database Systems, Object Oriented Programming, Software Development, Software Engineering, Web Software Development

WORK EXPERIENCE

PRIZM LABS

SAN FRANCISCO, CALIFORNIA

Front-End Developer

March 2016 – March 2017

- Designed and developed a single page web application leveraging AngularJS, ExpressJS, NodeJS, and Firebase Database
- Initiated and directed the complete project lifecycle from inception to completion
- Fabricated physical prototypes, including the soldering of RFID chips onto PCB boards, and automation of Windows installation with pre configured applications
- Assisted the marketing team in presenting our product to potential investors

mParticle

LOS ANGELES, CALIFORNIA

Software Engineer (Contract)

Nov 2022 - Dec 2022

- Carried out comprehensive research to determine the most appropriate libraries that fulfill the specific needs to the client
- Designed and implemented a Python Command Interface (CLI) that enhances the user experience through improved usability
- Devised and executed thorough automated unit tests to guarantee the dependability and resilience of essential features

ACADEMIC PROJECTS

Online Room Hosting Marketplace - ROOMM8

Back-End Lead

Aug 2021 – Dec 2021

- Developed RoomM8, a web application that enables college students and professionals to find roommates by hosting their rooms, utilizing technologies such as NodeJS, ExpressJS, HandleBars, and MySQL.
- Created wireframes and deployed the application on AWS by setting up an EC2 instance and connecting to AWS's RDS through SSH

RFC HTTP 1.1 Replica - WEB SERVER

Software Developer

Aug 2021 – Dec 2021

- Executed and designed the Web Server project with a focus on adhering to the HTTP 1.1 protocol, providing a comprehensive understanding of web server operations
- Developed the project using Java 17, following Object-Oriented Programming (OOP) best practices

Java Windows Game - SPACE SHOOT

Full Stack Developer

Aug 2021 – Dec 2021

- Developed Space Shooter, a 2-player Java game application that incorporates asteroid collision and destruction, leveraging basic physics principles.
- Utilized Object-Oriented Programming (OOP) best practices and created Unified Modeling Language (UML) diagrams to guide the application design

ADDITIONAL

TECHNICAL SKILLS: HTML5, CSS3, JavaScript, C++, Java, TypeScript, Python3, MySQL, PostgreSQL, Linux, HandleBars, AngularJS, ReactJS, Tailwind, Bootstrap, NodeJS, MySQL Workbench, PGAdmin, VMware, VirtualBox

LANGUAGES: Conversational Korean

CODING DOJO - Black Belt Certification

Accelerated bootcamp that taught 3 stacks: Ruby, Python, and Javascript focusing on Web Application Development