

Jay Yoo

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Backend Developer

WORK EXPERIENCE

BACKEND ENGINEER, SOLUM

Ridgefield Park, NJ, **JAN 2023 – PRESENT**

- Streamlined the tag integration process by developing a floorplan-building application, resulting in significant time and cost savings
- Designed and implemented an API to connect digital map data to SoluM servers for seamless integration of digital map data, enhancing management solution efficiency
- Revitalized website and database infrastructure using RESTful design principles, optimizing code for improved scalability and performance

BACKEND DEVELOPER, RUCKUS

NEW YORK, NY, **MAY 2021 – JULY 2022**

- Designed and launched multiple web applications as a core member of the Ruckus Development team, implementing REST API infrastructure and database initialization
- Created an internal tool library using Django and Python, enabling Ruckus developers to rapidly build basic API's with commonly used functionalities
- Optimized testing procedures for Ruckus projects by standardizing and expanding the default testing suite, implementing automation where applicable to enhance efficiency

PROJECTS

PSYCHICSPACE, VIDEO CONFRENCING WEB APP

- Developed REST API infrastructure for a user-to-user video conferencing app, including video call, direct and group message, payment, and review features
- Created an automated testing suite for PsychicSpace subprocesses, allowing separate portions of the app be tested rapidly and independently, greatly improving debugging speed
- Leveraged the use of multiple APIs and services, including AWS s3, Aurora, Stripe, and TokBox

AGLET, COMPUTER-VISION & AR SHOE SHOPPING APP

- Created a computer-vision based iOS application that allows users to automatically detect brand-relative shoe sizes via camera, impose a virtual AR shoe model onto their feet in real time, and order the shoes
- Blueprinted and trained a convolutional neural network using PyTorch and the OpenPose human pose dataset to accurately identify and measure the sizes of users' feet thru the iPhone camera

EDUCATION

UNIVERSITY OF MICHIGAN, **B.S.E IN COMPUTER SCIENCE, CUM LAUDE**

ANN ARBOR, MI, **CLASS OF 2020**

- Relevant coursework: Data Structures and Algorithms, Web Systems, Database Management, Machine Learning, Computer Vision, Mobile App Development, Cyber Security

SKILLS

- Proficient with Python, C, C++, C#, Java, JavaScript, GoLang, SQL, and Git
- Experience with Flask, Django, PyTorch, Tensorflow, OpenCV, PHP, Node, AWS
- Experience with developing on the Unity, Unreal, and Godot game engines
- Designing and creating APIs and databases
- Designing and Training small-scale neural networks
- Familiar with Eclipse IDE, Visual Studio, Command-line interface, and Windows PowerShell