

Sean Joo

✉ 732 947-6388 | 📩 joo21@purdue.edu | 🏷 seanjoo4.github.io | 📱 seanjoo4 | 📱 seanjoo4

Education

Purdue University

B.S. in Computer Science, Minor in Mathematics, Certificate in Entrepreneurship and Innovation

West Lafayette, IN

Aug 2019 – May 2023

- GPA: 3.8 / 4.0
- Honors: Purdue Research Conference Presenter, Dean's List & Semester Honors, Jeanne P. Alessandro Scholarship

Work Experience

JPMorgan Chase & Co.

Jersey City, NJ

Software Engineer Intern

Sep 2022 – Present

- Fall 2022

JPMorgan Chase & Co.

Jersey City, NJ

Software Engineer Intern

Jun 2022 – Aug 2022

- Built a REST API that sends 10,000+ users emails of their documents with their customized preferences using Java and SpringBoot.
- Developed a dynamic user interface to show users why their documents were restricted using React framework and TypeScript.
- Participated in a full Agile life-cycle of daily stand-ups, sprint reviews, sprint plannings, and retrospectives.

Purdue University, Department of Computer Science

West Lafayette, IN

Undergraduate Teaching Assistant - Systems Programming

Aug 2021 – Present

- Taught and graded labs for 250+ students 2 times every week.
- Guided students debugging programs in C during 2 one hour office hour sessions per week.
- Course topics include implementing malloc, shell scripting, creating a shell, threads, and building a HTTP server.

Textron Aviation

Wichita, KS

Software Engineer Intern

May 2021 – Aug 2021

- Optimized 498 and 502 error messages by using Decision Trees to identify the most correlation for the given errors using Python.
- Refactored and reworked the logic of parsing CSVs to improve run times by 7%.
- Truncated 200+ gigabytes of data provided by Aircraft Recording System II to create a pipeline to clean and evaluate relevant data.

Purdue University, Purdue Polytechnic Institute

West Lafayette, IN

Research Assistant

Jan 2021 – May 2021

- Formed an algorithm to determine whether or not a GIF was unsafe for those with epilepsy or chronic migraine using Java.
- Calculated a danger score based on ratio of average intensity, percentage of dangerous pixels, and hertz value.
- Achieved 97% accuracy on determining the correct threat levels (risky, dangerous, and extreme) of each GIF.

Projects

PurdueEats

JavaScript, React Native, Postman, Scrum

- Implemented user interfaces to allow users to record their favorite meals and meal history using the Purdue Menus API.
- Developed a real-time map to show users their current location and how far each dining court is.
- Generated a graph of current wait times of every dining court by scraping past data.

Reselling 101 on StockX

Java

- Utilized JSoup's library to web scrape current listing and sold data on StockX.com.
- Shaped a scoring system to decide if it is a good time to sell based on past sales and current market prices.
- Profiting 31% YTD returns from using the model's scoring system.

Ant Colony Simulator

Java, XML, HTML, CSS, Google FireBase

- Published an Android game on Google Play Store (220+ unique downloads) where users manage resources.
- Created an algorithm to determine the outcome of an attack based on currently available resources.
- Constructed Google FireBase AdMob and Analytics and a Bootstrap website to promote the application.

Skills

Languages Java, C, HTML, CSS, JavaScript, SQL, LaTeX, Python

Software Tools React, Agile/Scrum, Postman, git, MySQL, Spring Boot, Maven