Je Yeong Soh (James)

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Education

The University of Chicago — Chicago, IL
Bachelor of Science in Computer Science — *Expected, June 2023*
Dean's List (2019-20, 2020-21, 2021-22); Robert Maynard Hutchins Scholar; Phi Beta Kappa — GPA: 3.94/4.00
Coursework: Computer Networks, Cryptography, Computer Systems, Theory of Algorithms

Technical Skills

Languages: JavaScript (Experienced), Python (Intermediate), C (Intermediate), SQL (Intermediate)
Frameworks/Platforms: React (Experienced), Express (Intermediate), AWS (Novice)

Experience

Amazon — Seattle, WA
Software Development Engineer Intern, Time & Pay Innovation — June 2022 - September 2022
- Built a system of Developer Tools (React, Redux), serving 80 developers, for the frontend of an internal time punch application with 60,000 daily users. Estimated to reduce ticket resolution time by up to 60%.
- Engaged in a 2-week Design Document writing process, resulting in a 12-page document considering best approaches.
- Integrated unit testing and integration testing into the project, consistently attaining 100% code coverage.

Script Health — Chicago, IL
Full Stack Engineer Intern — January 2022 - June 2022
- Developed frontend UI and REST APIs for an application anticipated to serve 100+ pharmacies across the country.
- Designed and built a document upload system (React, Express, S3) to support pharmacies' COVID-19 pill rollout.
- Remodeled the company's PDF fax system, saving a significant amount of space, reducing fax costs by 30%.

Singapore Armed Forces — Singapore
Platoon Commander, 1st Lieutenant, Singapore Combat Engineers — January 2017 - November 2018
- Commanded 20 soldiers of a rapidly deployable Combat Engineer Unit, during a time of increased East Asian tensions.
- Ranked 2nd among 52 peers at Officer Cadet School. Ranked 2nd among 60 at a selective military strategy course.

Projects

WhenIsBetter Scheduling Application (link) (React, Express, PostgreSQL) — June 2022
- Built an application allowing friends and teams to schedule meeting times. Won 2nd place at a college Hackathon.
- Served the application using Firebase and Heroku, so it is now usable by anyone.

Bug Tracker Application (link) (React, Express, PostgreSQL) — December 2021
- Built a simple Jira-like platform that assists with project management and issue tracking.
- Implemented a secure login system using Auth0, designed a backend REST API, spun up a PostgreSQL database to manage CRUD operations.
- Applied material design (Material UI) to design the frontend. Implemented responsive UI/UX using CSS.

Chiventure Game Engine (GitHub) (C) — April 2021 - May 2021
- Built an NPC dialogue module, allowing dialogue to be used in games for the first time.
- Spearheaded the creation of an NPC writing module, allowing developers to create NPCs, facilitating the creation of the Engine's first fully playable game.

Algorithmic Trading Course (Python) — June 2021 - August 2021
- Employed linear regression and machine learning techniques to predict movements of stock prices on the NYSE.
- Built a mini-stock exchange providing price and time-based matching of buy and sell orders.

Activities

Project Leader, IOP Tech Team — January 2022 - June 2022
- Led a 10-person team to build a Flutter-based mobile application for a climate organization, Climate Ark.
- Taught beginning developers the fundamentals of full stack development, Flutter syntax, and good coding practices.