David Sohn

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Education

Chapman University — Orange, CA
Bachelor of Science in Computer Science, ***GPA****: 3.96* — *Expected Graduation May 2027*
Relevant Coursework: Object-Oriented Programming, Data Structures and Algorithms, Computer Architecture, Data Comm/Computer Networks, Operating Systems, SOENG-Large Language Models

University of California, San Diego — La Jolla, CA
Bachelor of Science in Computer Engineering — *Sep. 2021 – Jan. 2022*

Technical Skills

Languages: Java, Python, C++, C, SQL (Postgres), Swift, JavaScript/TypeScript, HTML/CSS, XML, JSON
Frameworks: React, Spring Boot, MyBatis, SwiftUI
Developer Tools: Git, Docker, VSCode, Aider, OpenMV IDE, Xcode, Wireshark, Jenkins, Edge Impulse, Roboflow
Technologies: TCP/UDP Sockets (Java), POSIX System Calls, Multithreading, Concurrency, Process Management (fork/exec/wait), RESTful APIs

Experience

Software Engineering Intern — June 2024 – Aug. 2024
SyWorks — *Seoul, South Korea*

- Collaborated with cross-functional teams to deliver a user-friendly document management solution, streamlining communication between administrators and clients
- Developed **RESTful APIs** using **Spring Boot** and **MyBatis** to facilitate secure document creation, sharing, and permission management
- Implemented role-based access control (**RBAC**) to manage read, write, and delete permissions for multiple client organizations
- Optimized **SQL** queries and **CRUD** operations on a **PostgreSQL database** to maintain system integrity and support large-scale data transactions

Relevant Experience & Awards

Undergraduate Student Scholarly Research Grant — May 2024 – Dec. 2024
Chapman University — *Orange, CA*

- Awarded grant funding for a research proposal on developing a computer vision-enabled walking stick to detect crowds and obstacles for enhanced navigation
- Utilized **OpenMV**, **Edge Impulse**, and **Roboflow** to train the system with datasets of common obstacles (e.g., potholes, curbs, nearby feet), integrating haptic feedback via **Arduino**
- Planning the development of a WiFi-connected mobile app to interface with the walking stick and deliver real-time audio guidance for navigation support

CruzHacks 2024 — Jan. 2024
University of California, Santa Cruz — *Santa Cruz, CA*

- Awarded President's Pick Award
- Designed and developed an **iOS** dash cam app with simultaneous dual camera recording, storing, and exporting features utilizing Swift, **SwiftUI**, **SwiftData**, and **AVFoundations**
- Collaborated with team members to establish a partnership with the NAACP after the hackathon
- Organized bi-weekly meetings, setting and tracking individual and collective objectives

C++ Multi-Level Game Simulation — Oct. 2024
Chapman University — *Orange, CA*

- Utilized **object-oriented programming** in **C++** to build a modular, multi-level game simulation, **encapsulating** agent behaviors and environment logic for maintainability and scalability
- Developed random decision algorithms and combat outcomes with statistical probabilities
- Managed autonomous pathfinding and agent state transitions (lives, power levels, coins), and logged real-time interactions to text output
- Utilized **Docker** for environment control and ensured build reproducibility with **g++**