

DAVID (JOUNGHYUCK) SOHN

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EDUCATION

Chapman University

May 2027

B.S. in Computer Science | **GPA: 3.95** | *Events Coordinator, CS Club*

Orange, CA

Relevant Coursework: Object Oriented Programming, Data Structures and Algorithms, Computer Architecture, Data Communication & Computer Networks, Operating Systems, Database Management, Programming Languages

TECHNICAL SKILLS

Languages: Java, Python, C/C++, TypeScript, JavaScript, SQL, HTML/CSS

Frameworks & Libraries: React, Next.js, Spring Boot, MyBatis, TensorFlow.js, Gemini API

Developer Tools: Git, Docker, AWS (Lambda, S3, ECR), PostgreSQL, GitHub Actions, Jenkins

Awards: President's Pick Award, CruzHacks 2024

EXPERIENCE & RESEARCH

LLM Researcher

Jun. 2025 – Present

Algoverse

Remote

- Architected fault-tolerant async pipeline (Python, AsyncIO) handling 1,000+ multi-turn traces with crash recovery
- Quantified accuracy tradeoffs of self-correction vs. ensembles on GSM8K/SuperGLUE to guide model architecture
- Unified OpenAI/Anthropic APIs into robust abstraction layer with auto-retries and health checks for zero data loss

AI Education Developer & Instructor

Jun. 2025 – Present

Seesaw Communities

Remote

- Designed 48-week AI curriculum with custom cognitive skills assessment for adults with developmental disabilities
- Built interactive teaching platform (React, TensorFlow.js) with real-time object recognition and gamified exercises
- Developed bilingual chatbot using Gemini API + RAG to automate disability welfare support
- Instructing ongoing weekly classes, tracking student progress via custom assessment framework

Software Engineering Intern

Jun. 2024 – Aug. 2024

SyWorks

Seoul, South Korea

- Led end-to-end development of an internal client portal PoC, taking requirements to a functional prototype
- Engineered a full-stack application using Java 17, Spring Boot, MyBatis, and PostgreSQL for data persistence
- Implemented a custom RBAC system enforcing granular document-level permissions to secure sensitive client data

Undergraduate Researcher

May 2024 – Dec. 2024

Chapman University

Orange, CA

- Awarded competitive research grant to develop a CV-guided walking stick with real-time obstacle alerts for the visually impaired
- Trained detection models on curb datasets using OpenMV, Edge Impulse; integrated haptic feedback via Arduino
- Designed spatial feedback mapping detected obstacle positions to corresponding haptic alerts on the handle grip

PROJECTS

Serverless Speaker Diarization Pipeline | *Python, AWS Lambda, Docker*

Aug. 2025 - Present

- Built event-driven AWS pipeline (S3, Lambda, Transcribe) automating speaker transcription and diarization
- Prototyped bilingual transcripts using Amazon Translate with diarized audio segments
- Containerized Lambda with Docker/ECR for reproducible deployment; implemented CI/CD via GitHub Actions

Artist Information Platform | *Figma, React, Spotify/YouTube APIs*

Dec. 2025 - Present

- Designed information architecture and Figma prototypes for platform covering discography, concerts, merchandise
- Researched and scoped integration with Spotify, YouTube, and Bandsintown API alongside community data archives
- Coordinating with distributed developers and stakeholders across time zones to secure data permissions and infrastructure

Chat Game Simulation | *Java, TCP Sockets, Multithreading*

Apr. 2025

- Built multithreaded server via TCP sockets supporting broadcast messaging and custom game mechanics
- Architected client structure with synchronized state management to maintain application integrity