

# DAVID (JOUNGHYUCK) SOHN

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## EDUCATION

<b>Chapman University</b>	May 2027
<i>B.S. in Computer Science   GPA: 3.95   Events Coordinator, CS Club</i>	<i>Orange, CA</i>
<b>Relevant Coursework:</b> Object Oriented Programming, Data Structures and Algorithms, Computer Architecture, Data Communication & Computer Networks, Operating Systems, Database Management, Programming Languages	
<b>TECHNICAL SKILLS</b>	
<b>Languages:</b> Java, Python, C/C++, TypeScript, JavaScript, SQL, HTML/CSS	
<b>Frameworks &amp; Libraries:</b> React, Next.js, Spring Boot, MyBatis, TensorFlow.js, Gemini API	
<b>Developer Tools:</b> Git, Docker, AWS (Lambda, S3, ECR), PostgreSQL, GitHub Actions, Jenkins	
<b>Awards:</b> President's Pick Award, CruzHacks 2024	

## EXPERIENCE & RESEARCH

<b>LLM Researcher</b>	Jun. 2025 – Present
<i>Algoverse</i>	<i>Remote</i>
• 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	
<b>AI Education Developer &amp; Instructor</b>	Jun. 2025 – Present
<i>Seesaw Communities</i>	<i>Remote</i>
• 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	
<b>Software Engineering Intern</b>	Jun. 2024 – Aug. 2024
<i>SyWorks</i>	<i>Seoul, South Korea</i>
• 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	
<b>Undergraduate Researcher</b>	May 2024 – Dec. 2024
<i>Chapman University</i>	<i>Orange, CA</i>
• 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

<b>Serverless Speaker Diarization Pipeline</b>   <i>Python, AWS Lambda, Docker</i>	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	
<b>Artist Information Platform</b>   <i>Figma, React, Spotify/YouTube APIs</i>	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	
<b>Chat Game Simulation</b>   <i>Java, TCP Sockets, Multithreading</i>	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	