Griffin Choe

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Education

B.S.E. in Computer Science, **The University of Michigan**, Ann Arbor, MI
May 2022
Coursework: Data Structures & Algorithms, Web Systems, Computer Vision, Software Engineering, Intro. to Computer Organization, Discrete Mathematics
GPA 3.9 in Major, 3.77 Overall

Experience

Sales and Marketing Intern, Ashgrove Marketing, Wixom, MI — Summer 2018

- Worked with clients on promotional products for their businesses.
- Helped design and implement a warehouse model to store the most in-demand products.
- Conducted product research to expand selections for clients.

Projects

typegod, typegod.com, GitLab — 2020

- Built a personal project in which users take a 60 word typing test and post their name on a leaderboard ranked by speed (words typed per minute).
- React frontend and a backend REST API built with Flask and SQLite. Deployed on the cloud using Amazon Web Services (EC2 and Route53).
- Implemented several bash scripts and used a Python virtual environment during development.
- Received 2500 visits and 100 posted scores in the first 7 days.

supertimer, supertimer.io, GitLab — 2020

- Built a web application as a personal project to keep track of times and statistics for 3x3 Rubik's cube solves.
- Implemented with React and Flask, with emphasis on using JavaScript's Web Storage API to keep track of data between sessions from the same user.
- Also deployed on the cloud with AWS.

Wikipedia Search Engine — 2020

- Built a search engine for a corpus of 3000+ Wikipedia documents with two other students.
- Used Hadoop to create a MapReduce pipeline that constructs an inverted index for the corpus.
- Built two API servers that communicate with each other to retrieve documents relevant to searches.
- Created a frontend GUI using React to receive searches and display results.

MapReduce — 2020

- Implemented a multi-threaded, multi-process MapReduce server in Python with two other students.
- Practiced pair programming all the way through.

Travelling Salesman — 2020

- Built a program in C++ that uses a branch and bound algorithm, Prim's algorithm, and insertion based heuristics to compute optimal and near optimal solutions to the Travelling Salesman Problem.

Computer Skills

Languages:	C/C++, Python, JavaScript, Jinja2, SQL, LaTeX
Frameworks & Technologies:	Flask, React, Hadoop