

Jeongjun Ahn

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Education

Lancaster University Leipzig
BSc in Computer Science

Oct 2023 – May 2026

Languages

Korean (Native) · **English** (Fluent) · **German** (Beginner)

Projects

DOMtutor - DOMjudge v9 Migration

Mar 2026

BSc Dissertation · github.com/DOMtutor [🔗](#)

- Migrated DOMtutor, a suite of automation tools for the open-source DOMjudge programming-contest judge, from DOMjudge v7.3.5 to v9.0.0 across 16 releases of breaking changes, following a fork-based incremental strategy.
- Rewrote the pyjudge library's raw SQL queries and data models to match a substantially reorganised database schema - restructured executable storage, renamed and removed columns, new required fields and external identifiers, and a new task-based judging pipeline.
- Built a Dockerised environment running DOMjudge v7 and v9 side by side for direct comparison and debugging, and updated the Kattis-format problemtools integration for problem verification and PDF generation.
- Verified all core workflows - settings, problem, and contest uploads, and submission judging - end-to-end against a live DOMjudge v9 instance.

Lancaster Under Attack

2025

[Lancaster-Under-Attack](#) [🔗](#)

- Developed a top-down zombie-survival shooter game in Java using libGDX framework, as a second-year group project, with multiple levels, mouse-aimed shooting, and objectives to eliminate enemies and rescue NPCs.

codewars.nvim

2026

[codewars.nvim](#) [🔗](#)

- Created a Neovim plugin in Lua that lets users browse and solve Codewars katas from codewars.com without leaving the editor, inspired by the plugin leetcode.nvim.

linkedin-cli

2026

[linkedin-cli](#) [🔗](#)

- Revived an abandoned open-source Python command-line client for the LinkedIn API v2 (originally by tigillo), migrating its authentication to the required OpenID Connect.

music-scores

2026

[music-scores](#) [🔗](#)

- Transcribe and typeset sheet music using LilyPond as an ongoing personal project.

Leadership & Activities

IBM Qiskit Fall Fest

Nov 2023

- Took part in IBM's global quantum computing hackathon series, working with Qiskit to explore quantum computing concepts.

Global Game Jam 2024

Jan 2024

[LUComp/ggj2024](#) [🔗](#)

- Collaborated with a group of people from the university to design, build, and playtest a game within the event's 48-hour format, with the theme "Make Me Laugh".

Global Game Jam 2025

Jan 2025

[LUComp/ggj2025](#) [🔗](#)

- Collaborated with a group of people from the university to design, build, and playtest a game within the event's 48-hour format, with the theme "Bubbles".

LUComp & Robotics Club - *Member*

Oct 2024 – May 2026

- Regularly attended club meetings and events, engaging with fellow members on computing and robotics projects.

Chess Club, Lancaster University Leipzig - *President*

Nov 2024 – May 2026

- Organised and led the university's chess club as President, coordinating regular sessions and matches for members.

Deputy Student Representative

Oct 2025 – May 2026

- Served as a liaison between students and the university, helping to raise and resolve academic and administrative concerns.

Technologies

Programming Languages: Python, C, C++, Java, JavaScript, Lua, SQL, HTML/CSS, Lilypond

Frameworks & Libraries: FastAPI, PyTorch, scikit-learn, Hugging Face, LibGDX

Tools & Platforms: Linux, Bash, Git, GitHub, Docker, uv