

# Jehoon Park

763-327-5441 | [nubddak2@gmail.com](mailto:nubddak2@gmail.com) | [linkedin.com/in/jehoon0213](https://www.linkedin.com/in/jehoon0213) | [github.com/EuljeHoon](https://github.com/EuljeHoon)

## EDUCATION

### University of Minnesota - Twin Cities

College of Science and Engineering, B.S. in Computer Science

Minneapolis, MN

Sep 2022 – May 2027

### Iowa State University

College of Liberal Arts and Sciences, Computer Science

Ames, IA

Aug 2021 – May 2022

## EXPERIENCE

### Software Engineer

CODOC (Startup)

Dec 2024 – Present

Remote

- Developing the front-end for an AI-powered coding education platform.
- Collaborating with a web designer to create intuitive and user-friendly interfaces.
- Designing and implementing the payment system for seamless transactions.

### Frontend Development Intern

Gallery Soma

May 2022 – July 2022

Goyang, South Korea

- Developed the front-end of an e-commerce platform for selling artworks and hosting online exhibitions.
- Assisted in translating for international visitors, improving communication and user experience.
- Participated in Domestic and International Art Fairs and Provision of Curatorial Services.

### Signalman

Republic of Korea Army

Jun 2023 – Dec 2024

Dongducheon, South Korea

- Established and maintained secure communication networks between base stations.
- Installed and managed Voice over IP (VoIP) systems, enabling seamless communication across 5+ military units.
- Supervised and ensured the operational integrity of the national defense network.

### Office Assistant

Yonsei University - Severance Hospital

Feb 2023 – May 2023

Seoul, South Korea

- Performed administrative tasks using Excel for the Orthopaedic Surgery department.
- Managed access control systems and assisted international visitors.
- Supported for the Operation of the Academic Competition in the Department of Orthopedic Surgery at Severance Hospital.

## PROJECTS

### Block Game

Java

Feb 2022 – Mar 2022

- Designed and developed a block-based puzzle game using Java.
- Implemented game mechanics and UI components using Java Swing.
- Collaborated with a team to enhance user experience and optimize performance.

### Chess Game

Java

Feb 2022 – Mar 2022

- Developed a chess game system for the University of Minnesota Chess Club.
- Contributed to backend development, including move validation and game state management.
- Deployed the game for 50+ club members, enhancing their interactive gaming experience.

## TECHNICAL SKILLS

**Programming Languages:** C, Python, Java, Assembly, JavaScript, TypeScript, HTML/CSS

**Frameworks & Libraries:** React, JUnit

**Developer Tools:** Visual Studio, IntelliJ IDEA, PyCharm, Eclipse

**Relevant Coursework:** Data Structures and Algorithms, Object-Oriented Programming, Machine Architecture and Organization, Advanced Programming Principles