

Jehoon Park

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EDUCATION

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

May 2027

Algorithms and Data Structures, Formal Languages and Automata, Object-Oriented Programming

EXPERIENCE

University of Colorado Denver, Lee's Group

June 2025 – July 2025

Plug-in Developer Intern

Denver, Colorado

- Built an automated NMR pipeline integrating ESMFold, BOLTZ-1, CHAI-1, and peak matching on the Poky platform.
- Implemented CSPred/SHIFTX2 server integration with caching to reuse existing shift predictions.
- Developed a scoring system to rank predicted structures by similarity to BMRB chemical shifts.

dotori (Startup)

May 2025 – Present

Software Engineer

Minneapolis, United States

- Led a 4-person Agile team in the full-stack development of an AI-powered college admissions assistant
- Developed both frontend interface and backend API for uploading resumes to Google Cloud Storage, using React and FastAPI.
- Built a backend API to safely deliver student information as encrypted or access-controlled JSON payloads.

Signalman

Jun 2023 – Dec 2024

Republic of Korea Army

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.

Frontend Development Intern

May 2022 – July 2022

Gallery Soma

Goyang, South Korea

- Developed the front-end of an e-commerce platform for selling artworks and hosting online exhibitions.
- Built cart functionality using Redux to manage art item pricing and connected it to the payment checkout interface.
- Built artist and gallery introduction pages with clean UI and responsive layout for enhanced user experience.

PROJECTS

Codoc

Dec 2024 – April 2025

Java, Spring Boot, React

- 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.

Chess Game

Feb 2022 – Mar 2022

Java

- 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: Python, Java, C, Assembly, Ocaml, TypeScript, JavaScript

Frameworks & Libraries: Spring Boot, FastAPI, Node.js, GCP, React

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