

Jehoon Park

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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

Plug-in Developer Intern

University of Colorado Denver, Lee's Group

June 2025 – July 2025

Denver, Colorado

- Developed Python tools for comparing experimental and simulated N-HSQC spectra in the OneShotNMR project.
- Automated structure prediction, chemical shift prediction, and NMR peak assignment workflows.
- Built GUI components to enhance user interaction and streamline scientific data analysis.

Software Engineer

dotori (Startup)

May 2025 – Present

Minneapolis, United States

- Developed full-stack features using Next.js, styled-components, and Spring Boot for an AI-powered admissions platform.
- Led frontend architecture and built backend APIs to support smart essay feedback and university recommendation systems.
- Collaborated with AI engineers and optimized the platform for scalability, performance, and user-centered design.

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.

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.

PROJECTS

Codoc

Java, Spring Boot, React

Dec 2024 – April 2025

- 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

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: Java, C, Python, Assembly, Ocaml, JavaScript, TypeScript, HTML/CSS

Frameworks & Libraries: Spring Boot, 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