

# Jason Park

(424) 306-9335 | [jasonbruin23@ucla.edu](mailto:jasonbruin23@ucla.edu) | [linkedin.com/in/jason-park-123202259](https://www.linkedin.com/in/jason-park-123202259) | <https://github.com/JasonFast23>

## EDUCATION

---

### University of California, Los Angeles

Bachelors in Computer Science & Linguistics

Expected June 2026

**Relevant Coursework:** Software Construction Lab, Computational Linguistics, Intro to Algorithms and Complexity

## EXPERIENCE

---

### Software Engineer Intern

Jul 2025 – Sep 2025

For the Need Foundation

Simi Valley, CA (Hybrid)

- Developed JavaScript workflow to automate manual CRM excel data cleaning process—duplicate account merging, age corrections, contact validation
- Configured Docker setup enabling non-technical staff to execute workflow with single button click

### Software Engineer Intern

Jun 2023 – Aug 2023

GoDaddy

Tempe, AZ (Remote)

- Built UI components (forms, toggles, modals) in React + TypeScript sandbox environment
- Created Node.js/Python API routes to support mock dashboard features

### Legal Intern

Jun 2022 – Sept 2022

Law Offices of Edward Y. Lee

Los Angeles, CA (In-Person)

- Supported attorneys and paralegals with case file organization and document review.
- Assisted with digitizing physical files into the firm's document management system.

### Marketing Consultant

Jun 2024 – Present

Feliks and Max Cube Camp

Cerritos, CA (Hybrid)

- Advise on social media strategy and content planning for personal brand growth
- Analyze engagement metrics using Google Analytics to optimize content performance

## PROJECTS

---

### BruinLM | Web Development

- Developed a collaborative study platform where students upload course materials to build shared AI-powered knowledge bases for their classes
- Implemented RAG system with vector embeddings and hierarchical document retrieval to generate context-aware answers from uploaded PDFs and documents
- Designed adaptive retrieval that scales intelligently as class document collections grow

### MoodMate | iOS Development

- Built an iOS emotion recognition app for autistic children featuring matching game mechanics where users pair facial expressions with prompted emotions
- Implemented difficulty levels, category filters, and informational screens using SwiftUI and UIKit in XCode

## TECHNICAL SKILLS

---

**Languages:** JavaScript, TypeScript, Python, SQL, Swift, HTML/CSS, Java

**Frameworks & Libraries:** React, Node.js, Express.js, PostgreSQL, SwiftUI, UIKit

**Developer Tools:** Git, VS Code, XCode, Docker, n8n, Postman, Google Analytics