

JOO HYUN PARK

28 Apple Orchard Path, Markham, ON, L3T 3B6

(905) 920-4420 | pjh0629@gmail.com | [Linkedin: www.linkedin.com/in/Joo-Hyun-Park](https://www.linkedin.com/in/Joo-Hyun-Park)

Quality focused and adept with a variety of programming languages that relate to mobile development. Practiced in various types of computer languages using integrated development environment include coding, debugging and compiling. Efficiently taking care of relating duty, motivated and own excellent problem resolution abilities.

HIGHLIGHTS OF QUALIFICATIONS

- Awarded Top 5 Mobile Computing Degree Capstone Project.
- Developed, modified and tested multiple mobile applications
- Enjoyed learning different types of computer languages and design patterns
- Motivated and always willing to learn
- Able to acquire/develop new skills quickly and successfully take on new challenges

TECHNICAL ABILITIES

Programming Languages and Technologies

C, C#, C++, Java, HTML5, CSS3, SQL, JavaScript, Python, PHP, ASP.NET, Swift

IDEs

Anaconda (Jupyter notebook for Python), MATLAB, Xcode (Swift), MYSQL Workbench, Visual Paradigm, Microsoft Word, Microsoft Excel, Netbeans

Android Studio (Java)

- Create professional mobile applications that run in most android phones

Visual Studio 2015/2017 (C#, C, C++ ASP.NET, HTML5, CSS3)

- Work with UWP's and Window Forms
- Develop secure enterprise web applications and web services and integrate them into an enterprise ecosystem using ASP.NET, MVC, WCF and Web API and ADO.NET

EDUCATION

HONOURS BACHELOR OF APPLIED COMPUTER SCIENCE – MOBILE COMPUTING

Sheridan College - Oakville, ON

Sept 2015 – Dec 2019

- Successfully finished all semesters. Waiting to be graduated. Graduation in June 2020

Academic Projects:

- Co-developed capstone project mobile application called "Earthquake Guardian". Efficiently rescue the victims by using mesh network technology in earthquake zone area for first responders. [Click here to see in-depth report.](#)

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Academic Projects Continued:

- Co-developed a game application called “Laser Duck” in Python (can be implemented on Raspberry pi) where the user shoots lasers and destroy incoming missiles. [Click here to try and play it!](#)
- Co-developed a game application called “Speed Checkers” in C# using Visual Studio (ASP.NET, MVC) which is the mini-version of the strategy board game called Checkers.
- Co-developed a game called “Missile Attack” in C# using Visual Studio and Unity; implemented on HoloLens where user protects the village against missiles.

NEW BRUNSWICK SECONDARY SCHOOL DIPLOMA

Bernice MacNaughton High School - Moncton, NB

June 2013

WORK EXPERIENCE

MOBILE APPLICATION DEVELOPER CO-OP : FULL TIME

Sheridan College – Oakville, ON

Feb 2018 – Aug 2018

- Created iOS application for doctors and nurses to monitor elderly patients about their health condition using various sensors, initializing a Home-kit App and constructing SmartHome technologies by programming in Swift
- Initialization and manage database using phpMyAdmin to save various sensor data
- Used JSON to transmit data from database between server and web application. The web is designed by using HTML, CSS and Javascript.
- Customization and integration of iOS, WatchOS and tvOS capabilities
- Successfully communicated with team members using project tools such as Slack, Bitbucket and Asana.
- Deeply researched and analyzed relevant topics to the research project

FRONT-END DEVELOPER : PART TIME

Maple Cleaners – 17205 Leslie St, Newmarket, ON

July 2017 – Aug 2017

- Customized and maintained website using HTML, CSS, JavaScript and jQuery

KITCHEN HELPER : FULL TIME

EatWell Health food restaurant - Hamilton, ON

June 2016 – Aug 2016

- Worked collaboratively with a team to ensure all customers’ needs were met
- Served food to customers in a polite fashion

ALL POSITION : FULL TIME

A&W restaurant - Moncton, NB

Aug 2014 – April 2015

- Responsible for all positions such as fryer, grill, customer service, opening and closing

VOLUNTEERING

- Hospital volunteer 2 Years
- Korean Tutor 1 Year

