

# JOO HYUN PARK

## CONTACT

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**Portfolio**: mypersonalwebsite.com

## SKILLS AND ABILITY

- 4+ years of experience in object-oriented programming

### Programming Languages and Technologies

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

### IDE

Visual Studio 2017, NetBean, MATLAB, Android Studio (Java), Xcode (Swift), MYSQL (SQL)

## EDUCATION

**Bachelor of Computer Science :**

**Mobile Computing, 12/2019**

**Sheridan College - Oakville, ON**

## ACADEMIC ACHIEVEMENT

- Top 5 in Mobile Computing Capstone Project
- Nominated for Recognition of Distinction for Real-World Applications in the Applied Computing Capstone Showcase - 2019

## VOLUNTEERING

- Hospital volunteer - 2 Years

## PROFESSIONAL SUMMARY

Quality focused and adept with a variety of programming languages that relate to mobile development. Experienced in various types of languages using many integrated development environments.

## WORK HISTORY

**MOBILE APPLICATION DEVELOPER CO-OP, 02/2018 to 08/2018**

**Sheridan College - Oakville, ON**

- Created an iOS application for doctors and nurses to accurately monitor their patients from home.
- Initialized the Home-Kit application and constructed Smart Home technologies by programming in Swift.
- Created a Web application to receive data from the iOS app; designed and written using HTML, CSS, JavaScript, and jQuery.
- Successfully communicated with team members using project tools such as Slack, Bitbucket and Asana
- Created and managed MySQL database using PHPmyAdmin over the web
- Deeply researched and analyzed relevant topics to the research project, including recent Smart Homes, Sensors, Tags, and other Ubiquitous Computing technologies.

**FRONT-END DEVELOPER, 05/2017 to 08/2017**

**Maple Cleaners - NewMarket, ON**

- Customized and maintained website using HTML, CSS, JavaScript, and jQuery
- Consulted with the employer to discuss design choices.

## ACADEMIC PROJECTS

**Earthquake Guardian - Capstone Project (2019)**

- Co-developed an Android mobile application for first responders in Java. Implemented advanced networking techniques (mesh network) to efficiently rescue victims in the earthquake zone.
- Worked in an Agile-driven environment and successfully managed the project timeline and requirements.
- Collaborated with stakeholders during the development process to accomplish all of the functional requirements.

**Missile Attack (2019)**

- Created an Augmented Reality (AR) game that can be played through a Microsoft HoloLens Headset
- The programming was written in C# using Visual Studio 2019 and Unity Engine for 3D meshes, motions, and environmental setup.