Joo Hyun Park

Email: pjh0629@gmail.com | **Phone**: 905-920-4420 | **Linkedin**: linkedin.com/in/Joo-Hyun-Park **Portfolio**: https://joohyunpark-jp.github.io | **Github**: github.com/JooHyunPark-JP

EDUCATION

Honours Bachelor of Computer Science: Mobile Computing

Sep 2015 - Dec 2019

Sheridan College - Oakville, ON

WORK EXPERIENCE

MOBILE APPLICATION DEVELOPER CO-OP

Feb 2018 - Aug 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.
- Tested multiple Smart Sensors and retrieved data.
- Constructed a web application in responsive design, suitable for most of devices.
- Collaborated with stakeholders during the development process to accomplish all of the functional requirements.
- 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 Smart Homes and other Ubiquitous technologies.

ACADEMIC PROJECTS

EarthQuake Guardian - Capstone Project (2019) - Java

- 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.
- Implemented messenger system, created dynamic lists to displayed user's data.
- Worked in an Agile-driven environment and successfully managed the project timeline and requirements.
- Git based source code repository used such as Bitbucket.
- Top 5 in Mobile Computing Capstone Project and nominated for Capstone Showcase 2019.

Missile Attack (2019) – C#, Unity

- 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.

TECHNOLOGIES AND LANGUAGES

Languages

Java, C, C#, C++ HTML5, CSS3, SQL, JavaScript, Python, PHP, ASP.NET, Swift, React.js (Currently learning)

IDE

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

VOLUNTEERING

- Hospital volunteer 2 Years
- Korean Tutor 1 Year