Joo Hyun Park

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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

PROFESSIONAL EXPERIENCE

MOBILE APPLICATION DEVELOPER CO-OP   Feb 2018 - Aug 2018
Sheridan College - Oakville, ON

- Created an iOS application from scratch 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.
- Built a Web application from scratch in responsive design to receive data from the iOS app; designed and written using HTML, CSS, JavaScript, and jQuery.
- Constructed and managed MySQL database using PHPmyAdmin over the web.
- Tested and retrieved data from multiple Smart Home sensors.
- Collaborated with stakeholders during the development process to accomplish all the functional requirements.

SOFTWARE PROJECTS

Self Planner – Kotlin
- Created an Android application using Kotlin where users can assign and manage their tasks on a daily and weekly basis.
- Implemented a log-in system using Google Firebase Authentication, successfully storing data into Firestore database.
- Developed an application using MVVM architecture with Data Binding techniques for app components.
- Designed the application to run on various mobile devices for improving accessibility.

EarthQuake Guardian – Java
- Co-developed an Android mobile application in Java for first responders to efficiently rescue victims in the earthquake zone.
- Devised to implemented Hype SDK to access mesh network techniques, led multiple devices to connect directly through peer-to-peer connection.
- Transmitted the data from database between server and android application by using JSON.

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

TECHNOLOGIES AND LANGUAGES

Languages and Frameworks
- Java, Kotlin, Swift, HTML5, CSS3, JavaScript, Google Firebase, JSON

Tools
- Android Studio (Java, Kotlin), Visual Studio, NetBean, Xcode (Swift), MYSQL (SQL)