JOO HYUN PARK

CONTACT

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Portfolio: https://joohyunpark-jp.github.io

SKILLS AND ABILITY

Programming Languages and Technologies
Java, C, C#, C++ HTML5, CSS3, SQL, JavaScript, Python, PHP, ASP.NET, Swift, React (Currently self-learning)
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
- Korean Tutor – 1 Year

PROFESSIONAL SUMMARY

Quality focused and adept with a variety of programming languages that relate to mobile development and software engineering. Efficient in taking care of relating duties, motivated, and creatively finds excellent problem resolutions.

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 Smart Homes and other Ubiquitous 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.