JOSEPH J. PARK

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SOFTWARE ENGINEER

Software Development | Software Design | Software Testing

Committed, dedicated, and qualified computer science graduate with developed expertise across development of various games and software by delivering excellent performance results. Skilled at designing, developing, testing and evaluating the software, games and applications along with constructing and managing an organization's computer system and supplying technical support. Proficient at contributing in change and innovation in computing by viewing problems in different facets of modern life as an inspiration. Possess exceptional communication skills and technical skills including C++, C#, Python, SQLite, and Unity. Highly competitive team player who consistently strives to positively contribute to overall team performance and the achievement of all stated corporate objectives.

CORE SKILLS AND COMPETENCIES

- Software Development
- Software Testing
- Debugging
- Process Improvement
- Technical Support
- Troubleshooting
- Problem Solving
- Coding & Designing
- Team Leadership
- Communication
- UI Design
- Database Administration

EDUCATION

Bachelor of Science, Computer Science, University of California, Irvine, CA, Magna Cum Laude, 3.8 GPA – 2017
Associate Degree for Transfer, Pasadena City College, CA – 2015

ACADEMIC PROJECTS & PROFESSIONAL EXPERIENCE

DISCORD BOT (2017)

- Successfully developed a bot for Discord in Python using several libraries and APIs, including the Discord API and Riot Games' League of Legends API. The bot is able to search for and play music, and look up relevant statistics for League of Legends.

RUINSTONE (2017)

- Successfully developed a 3D, multiplayer arena fighting game with a small team using Unity; the game pits four players against each other in fast and spell-based combat; Ruinstone was a semi-finalist in the 2017 IEEE GameSig Showcase.
- Resourcefully developed a spell system in C# to having an easy-to-use spell system; helped in development of the player controller systems in C#.

HAND-WRITTEN MATHEMATICAL COMPUTATION | HACKTECH (2017)

- Developed a program in Python with a small team that utilized the Synaptics touchpad, Google Cloud Vision API, and Wolfram API to compute hand-written mathematical equations; made for Hacktech 2017.
- Effectively developed the interfaces connecting the Synaptics touchpad inputs to the Google Cloud Vision for image recognition in Python.
- Designed and developed the interface to the Wolfram API for computing various mathematical equations.

BASIC LANGUAGE PROCESSOR (ULTRON) (2015)

- Instrumental in developing a basic English language processer in C++ in a small team, which parsed and stored sentences and words, and used to answer questions.
- Diligently implemented managers for parsing sentences, and for creating syntax trees using recursive descent parsing; also implemented databases and its handlers for storing input words in SQLite.

COMPUTER SCIENCE TUTOR, Computer Learning Center, Pasadena City College, Pasadena, CA (2014-2015)

- Actively taught and tutored students in various concepts of computer science and aided in many projects.
- Independently managed, organized, and taught students in small sessions on topics involving object-oriented programming and C++; helped students design, code, and test projects.
- Worked with other tutors/instructors to devise effective teaching plans and projects for students.