
JOSEPH J. PARK

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- 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 Unity3D.
 - Highly competitive team player who consistently strives to positively contribute to overall team performance and the achievement of all stated corporate objectives.
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EDUCATION

University of California, Irvine - B.S. in Computer Science

2015 - 2017

- Graduated Magna Cum Laude and with Dean's Honors
 - Major GPA 3.88
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ACADEMIC PROJECTS & PROFESSIONAL EXPERIENCE

RUINSTONE

Mar 2017 - May 2017

- Successfully developed a 3D, multiplayer arena fighting game with a small team in Unity3D.
- Resourcefully developed the spells and spell system in C#.
- Helped develop the player controller systems in C#.
- Ruinstone was a semi-finalist in the 2017 IEEE GameSig Showcase.

HAND-WRITTEN MATHEMATICAL COMPUTATION | HACKTECH

Feb 2017 - Feb 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.
- 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.

UNFEEL TOURNAMENT

Sep 2016 - Dec 2016

- Developed a 2D, multiplayer fighting game in C# and Unity3D with a small team with the goal of having a fun, fast-paced multiplayer game.
- Skillfully created and tested scripts for player input, movement, and interaction resulting in a responsive and smooth movement system.
- Created and tested scripts for handling multiple players, managing the game, and the UI.

ULTRON - ENGLISH LANGUAGE PROCESSOR

Apr 2015 - May 2015

- Instrumental in developing a basic English language processor in C++ with a partner, which parsed and stored sentences and words, using them to answer questions.
- Diligently implemented managers for parsing sentences, and for creating syntax trees using recursive descent parsing.
- Implemented databases and its handlers for storing input words in SQLite.

COMPUTER SCIENCE TUTOR, Pasadena City College, Pasadena, CA

Sep 2014 - Jun 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++.
 - Worked with other tutors/instructors to devise effective teaching plans and projects for students.
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CORE SKILLS AND COMPETENCIES

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| ▪ C++ | ▪ Unity3D | ▪ Software Design |
| ▪ C# | ▪ HTML/CSS | ▪ Software Development |
| ▪ Python | ▪ JavaScript | ▪ Data Management |
| ▪ SQLite | ▪ UI Design | ▪ Team Communication |
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