

# JOSEPH J. PARK

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## EDUCATION

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### University of California, Riverside

June 2019

B.S. Computer Science Deans Honor List

### Santa Monica College

September 2012- August 2017

Transfer Student

## EXPERIENCE

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### Raytheon Technologies

August 2019 - Present

*Software Engineer*

- Experience in leading software design for multiple features in Raytheon's next generation air and missile defense radar system. Each design has been thoroughly documented and presented to ensure approval. Successful presentation and implementation has lead the features to be baseline'd into the code base.
- Optimized a non-real time tracking sub system to require less processing time while potentially increasing tracking accuracy. Implementation has yielded to have a run-time faster than the projected run-time.
- Volunteer in monthly "Step-Ups" as a representative for the team's responsible code base to stage legacy code for ease of future integration across a multi-product system.

### Zybooks

March 2018 - January 2020

*Content Developer*

- Utilized various programming languages to design and create challenge problems for students.
- Created detailed specifications for implementations of programming lessons and portability to multiple programming languages. Contributions have lead to a release of multiple chapters in the C++, Python, and Java curriculum.

### MindTapp

April 2018 February 2019

*Team Lead/Backend Developer*

- Collaborated as a Backend Developer Lead within a cross disciplinary team of Psychology and Computer Science students to create an Android/iOS app and web application.
- Established application connection to Firebase realtime database and deploying it to Heroku Cloud Application Platform.
- MVP of the application has been approved by professors and is currently being used by multiple classes in the University of California, Riverside Psychology Department.

## PROJECTS

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### Typrant(Javascript)

December 2018 - Present

- Developing a passion project with a team on a web application intended for primary school students to teach Touch Typing.
- Used Phaser.io to improve the typing game logic and React to create the Front End for the web application.
- Hosted the game and web application onto AWS EC2 for children to play during UCR MESA Engineering Family Night.

## SKILLS

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### Coding Languages

Python, C++, JavaScript

### Technologies

Web development, SQL, React, Firebase, Phaser, Git, Jenkins, ClearCase

### Languages

English, Korean