

Joseph Park

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Education	University of California, Berkeley	August 2017 - May 2021
	Bachelor of Arts, Computer Science (GPA: 3.374) Relevant coursework Computer Programs (CS61A), Data Structures (CS61B), Great Ideas in Computer Architecture and Machine Structures (CS61C), Algorithms (CS 170), Database Systems (CS 186), Artificial Intelligence (CS 188), Designing Information Devices and Systems (EE16A/B)	
Experience	University of California, Berkeley	January 2018 – December 2018
	<i>CS61a Academic Intern</i>	
	<ul style="list-style-type: none">Helped and tutored CS61a students with homework, projects, tests, and labsCS61a has over 1500 students. Programming languages include Python, Scheme, and SQL	
	University of California, Berkeley	August 2019 – Present
	<i>CS61b Academic Intern</i>	
Projects	<ul style="list-style-type: none">Helped and tutored in CS61b, a Data Structures class with more than 1000 studentsHelped students with homework, projects, tests, and labs. Programming languages include Java	
	Undergraduate Laboratory at Berkeley	August 2018 - December 2018
	<i>Software developer</i>	
	<ul style="list-style-type: none">Advanced Technologies Group branch of ULABTasked with maintaining ULAB website with a small teamContributed towards designing member dashboard	
Skills	Proficient in: Python, Java, C Familiar with: React Native, HTML, CSS, SQL	
Projects	<u>Step1</u>	January 2020
	<ul style="list-style-type: none">Web app created at SB Hacks VI and achieved 1st place in the Best Use of Firebase categoryCustomizable dashboard with information on companies to help inexperienced people learn about financeJavaScript with Node.js backend that parses corporate data from financial APIs and Bootstrap frontendFirebase products used extensively: Hosting, Cloud Storage, Authentication, and Cloud Functions	
	Hello.io	October 2019
	<ul style="list-style-type: none">ReactNative client app for iOS and Android created at Cal Hacks 6.0ExpressJS backend that manages all the socket connections, holds app data, and holds user dataApp that forms opportunities for nearby users to interact with each otherPlaces API and Google Maps API used to generate local events and find the locations of its usersDialogFlow API used to create a chatbot to interact with users and help them navigate the app	
	The Game of Amazons	November 2018
	<ul style="list-style-type: none">Implemented a GUI and the mechanics of the board game using JavaImplemented an AI that the user can play against	
	Scheme Language Interpreter	November 2017
	<ul style="list-style-type: none">Wrote an interpreter for the Scheme language. Written in PythonIncludes read-eval-print loop (REPL) components	
	Maze Game	March 2018
	<ul style="list-style-type: none">Two player 2D tile-based game that randomly generates interactive worlds using JavaIncludes a GUI with a Heads Up Display (HUD) for the players	
	Planetary space game	January 2018
	<ul style="list-style-type: none">Game that simulates the solar system and obeys the laws of Newtonian physics. Written in Java	