

Joseph Park

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Education	University of California, Berkeley Bachelor of Arts, Computer Science (GPA: 3.340) Relevant coursework Computer Programs (CS 61A), Data Structures (CS 61B), Great Ideas in Computer Architecture and Machine Structures (CS 61C), Algorithms (CS 170), Database Systems (CS 186), Artificial Intelligence (CS 188), Operating Systems and System Programming (CS 162), Internet: Architecture and Protocols (CS 168), Computer Security (CS 161), Optimization Models in Engineering (EE 127)	August 2017 - May 2021
Experience	Smartsheet <i>Software Development Engineer Intern</i> <ul style="list-style-type: none">Built formulas in allocation columns, a highly demanded feature that improves customers' resource management capabilities. Reduces the amount of time required to calculate how many resources are allocated to tasks by over 50%Worked directly with the 10,000 Ft. team and Column Formulas team to integrate formulas in allocation columns into their featuresDeveloped features on Grid Views and Column Formulas to improve user experienceWorked with JavaScript, HTML, CSS, and Java. Wrote code for the back end, front end, and tests University of California, Berkeley <i>Academic Intern</i> <ul style="list-style-type: none">Tutored CS61b, a data structures class, and CS61a students with homework, projects, tests, and labsEach class has over 1000 students. Programming languages include Java, Python, Scheme, and SQL Undergraduate Laboratory at Berkeley <i>Software developer</i> <ul style="list-style-type: none">Tasked with maintaining ULAB website with a small teamContributed towards designing and implementing member dashboard	May 2020 – August 2020 January 2018 – May 2020 August 2018 - December 2018
Skills	Proficient in: Python, Java, C Familiar with: React Native, HTML, CSS, SQL	
Projects	Step1 <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 <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 Blinder <ul style="list-style-type: none">Web app created at LAHacks 2020. TypeScript with React frontend. Node.js and Python backendSpeed dating app using voice calls before deciding to swipe left or right. Users can play games in sessionsBERT used to create a machine learning algorithm for matching users based on their profileUsed MongoDB for database, and app deployed to Heroku The Game of Amazons <ul style="list-style-type: none">Implemented a GUI and the mechanics of the board game using JavaImplemented an AI using the Minimax algorithm with Alpha-Beta Pruning that the user can play against Scheme Language Interpreter <ul style="list-style-type: none">Wrote an interpreter for the Scheme language. Written in PythonIncludes read-eval-print loop (REPL) components Maze Game <ul style="list-style-type: none">Two player 2D tile-based game that randomly generates interactive worlds using Java	January 2020 October 2019 March 2020 November 2018 November 2017 March 2018