

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 Compute 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 labs.Programming languages include Python, Scheme, and SQL. | |
| | University of California, Berkeley | August, 2019 – Present |
| | <i>CS61b Academic Intern</i> | |
| | <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 | 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 Interpreter | November 2017 |
| | <ul style="list-style-type: none">Interpreter for the Scheme Language using Python | |
| | Maze Game | March 2018 |
| | <ul style="list-style-type: none">Two player 2D tile-based game that randomly generates interactive worlds using Java | |
| | Planetary space game | January 2018 |
| | <ul style="list-style-type: none">One player game that simulates the solar system using Java | |
| Achievements | Korean Education Center in Los Angeles Hangul Grand 1st place Award | June, 2016 |
| | Preliminary SAT/National Merit Scholarship Letter of Commendation | October, 2016 |