Joseph Park

27 Ohio Irvine, CA 92606 | josephpark534@yahoo.com
310-850-5253 | https://github.com/Josephpark27 | https://josephpark27.github.io/

Education

University of California, Berkeley **August 2017 - May 2021**
Bachelor of Arts, Computer Science (GPA: 3.380)

Relevant coursework
Data Structures (CS 61B), 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), Machine Learning (CS 189), Deep Neural Networks (CS 182)

Experience

Smartsheet **May 2020 – August 2020**
Software Development Engineer Intern

- 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 features
- Developed features on Grid Views and Column Formulas to improve user experience
- Worked with JavaScript, HTML, CSS, and Java. Wrote code for the back end, front end, and tests

University of California, Berkeley **January 2018 – May 2020**
Academic Intern

- Tutored CS61b, a data structures class, and CS61a students with homework, projects, tests, and labs
- Each class has over 1000 students. Programming languages include Java, Python, Scheme, and SQL

Undergraduate Laboratory at Berkeley **August 2018 - December 2018**
Software developer

- Tasked with maintaining ULAB website with a small team
- Contributed towards designing and implementing member dashboard

Skills

Proficient in: Python, Java, C
Familiar with: JavaScript, HTML, CSS, SQL, React Native

Projects

Step1 **January 2020**

- Web app created at SB Hacks VI and achieved 1st place in the Best Use of Firebase category
- Customizable dashboard with information on companies to help inexperienced people learn about finance
- JavaScript with Node.js backend that parses corporate data from financial APIs and Bootstrap frontend
- Firebase products used extensively: Hosting, Cloud Storage, Authentication, and Cloud Functions

Hello.io **October 2019**

- ReactNative client app for iOS and Android created at Cal Hacks 6.0
- ExpressJS backend that manages all the socket connections, holds app data, and holds user data
- App that forms opportunities for nearby users to interact with each other
- Places API and Google Maps API used to generate local events and find the locations of its users
- DialogFlow API used to create a chatbot to interact with users and help them navigate the app

Blinder **March 2020**

- Web app created at LAHacks 2020. TypeScript with React frontend. Node.js and Python backend
- Speed dating app using voice calls before deciding to swipe left or right. Users can play games in sessions
- BERT used to create a machine learning algorithm for matching users based on their profile
- Used MongoDB for database, and app deployed to Heroku

The Game of Amazons **November 2018**

- Implemented a GUI and the mechanics of the board game using Java
- Implemented an AI using the Minimax algorithm with Alpha-Beta Pruning that the user can play against

Scheme Language Interpreter **November 2017**

- Wrote an interpreter for the Scheme language. Written in Python
- Includes read–eval–print loop (REPL) components

Maze Game **March 2018**

- Two player 2D tile-based game that randomly generates interactive worlds using Java