Seung-Jun (Joshua) Park

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TECHNICAL SKILLS

Programming	C/C++ · Java · Python · Firebase
Web/Media	HTML5 · CSS3 · JavaScript (ES6) · React
Operating System	Mac · Windows · Linux
IDE	Visual Studio Code · IntelliJ · Android Studio

EDUCATION

Bachelor of Applied Science, *University of British Columbia,* Vancouver, BC — Expected Completion: May 2022

- Major: Biomedical Engineering; Intended Specialization: Bioinformatics

RELEVANT EXPERIENCE

App Developer, *UBC Biomedical Engineering Student Team*, Vancouver, BC — Sep 2019-Present

- Developed a collaborative Android app communicating Google Home with Electroencephalogram data derived from user's thoughts utilizing Google Cloud SDK and Google Home API
- Accelerated team progress by 30% by capitalizing on previous experience teaching and developing Firebase applications

Co-Founder, *StudioCore*, Vancouver, BC — Jun 2019-Present

- Launched a new software start-up aimed to connect talent with opportunities by creating an online talent sharing platform where recruiters can conveniently view musician or artist portfolios
- Orchestrated and worked in the development team by communicating visualizations of back-end logic and implementing React and Firebase to make a compound web application

PROJECTS AND COMPETITIONS

Learning Data Analytics Hackathon — Nov-2019

- Constructed a timetable generator which creates a timetable with maximum professor grading and minimal walking distance
- Implemented Google map API to retrieve distance data, web scraped data from ratemyprofessor.com to retrieve professor grading, and used Canvas' course csv file to retrieve professor name and class location

Kamino Game — Oct-2019

- Created a Java game involving a spaceship that hunts and gathers spices from a set of randomly distributed planets
- Implemented a Graph Abstract Data Type representing planets as nodes and found their shortest desired path using Prim's minimum spanning tree algorithm

Waves and Music Editor — Sep-2019

- Programmed a Java application capable of adding echoes, filtering low frequencies, comparing sound waves, and supporting the discrete Fourier transformation of soundwaves

Personal Website — Jul-2018

- Learned basics of web development by coding a personal website at joshuapark.ca using HTML5, CSS3, and JavaScript

Assistive Technology Competition — Jan-2019

- Achieved 2nd place in the UBC's engineering design competition focused on creating assistive devices for physically paralyzed patients
- Enhanced wheelchair mobility and enabled client to pick up keys from ground while seated on wheelchair

Simon Game — Dec-2018

- Built a game utilizing C and a virtual DAQ module that challenges user to mimic a random LED blinking sequence