

Seung Jun (Joshua) Park

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TECHNICAL SKILLS

Programming C/C++ · Java · Python · Firebase/Firestore · Swift
Web/Media HTML5 · CSS3 · JavaScript (ES6) · React/Redux

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

PROJECTS AND COMPETITIONS

NwPlus Local Hack Day

Nov-2019

- Deployed an iOS app that transcribes lecture audio files with Swift's SF Speech Recognizer and summarized them using an external machine learning library

Trellis

Nov-2019

- Coded a platform from scratch where users can sign up, sign in, sign out, add and remove task with details
- Utilized NoSQL cloud database Firestore to sync data, authorize logins, and execute simple cloud functions on React/Redux app

Learning Data Analytics Hackathon

Nov-2019

- Constructed a timetable generator that 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-2019

- Learned basics of web development by coding a personal website at joshuapark.ca using HTML5, CSS3, and JavaScript
- Improved website using Bootstrap 4 to better responsive behavior and display smoother user interface

Assistive Technology Competition

Jan-2019

- Achieved 2nd place in UBC's engineering design competition by creating an assistive device for a physically paralyzed patient

Simon Game

Dec-2018

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