Kun Woo (Kyrie) Park

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EDUCATION

New York University Abu Dhabi *Aug 2020 – May 2026*

B.S. **Computer Science** and B.A. **Interactive Media**

Relevant Courses: Data Structure, Algorithms, Computer System Organization, Software Engineering, Human-Centered Data Science, Projects in Programming and Data Science, Robota Psyche, Language of Computers, Creative Robotics and Tech, Programming in Games.

EXPERIENCE

Software Engineer Intern at CoderHQ *Jan 2025 – Current*

- Designed and maintained backend database tables for key functionalities, including user contact information, group formations, and floor management, to support a scalable U.S.-based voting system prototype.
- Developed backend features for group creation, role assignments, and proxy voting, to streamline decision-making and improve voter accessibility.
- Built a scalable data architecture for the District-wide Connected Legislature (DwCL), to ensure reliability and consistency across 435 districts.

Personal Mentor at Hankuk Academy of Foreign Studies *Jul 2023 – Aug 2023*

- Taught 15 students basic algorithms such as quick sort, heap sort, binary search, BFS and hashing.

PROJECTS

SenseFit *Jan 2025 – Current*

- Developing a tool to reduce wrist strain by adaptively recommending mouse sensitivity based on real-time user behavior, helping prevent Carpal Tunnel Syndrome, which is 5.2x more likely with 8+ hours of daily computer use.
- Engineered real-time cursor tracking algorithms to detect staccato, overshooting, and pause behaviors by analyzing velocity, slope, and endpoint stability to enable dynamic sensitivity tuning based on user movement patterns.

VibeCheck *Sep 2024 – Dec 2024*

- Designed and maintained backend database tables for contact info, group formations, and floor management, to ensure structured data handling for seamless voter participation.
- Designed and implemented a relational database schema in MySQL to store 5000+ influencers, videos, news articles, and user votes, enabling the calculation of sentiment scores based on media content.
- Increased accountability by analyzing celebrity actions and their impact on social culture using sentiment analysis across various media platforms and Empowered users to critically assess the influence of social media by holding public figures accountable through transparent, data-driven insights.

Robotron 2084 Remake *Nov 2024 – Dec 2024*

- Recreated the original game Robotron 2084 to explore the challenges and opportunities of adapting retro game mechanics for modern platforms, bridging historical game design with contemporary technology.
- Investigated the original game's mechanics and controls, designed for the Game Boy, and reinterpreted them to optimize gameplay on PC platforms, emphasizing accessibility and improved responsiveness.
- Analyzed the limitations of early gaming systems and leveraged modern tools to enhance the player experience while preserving the integrity of the original design.

CharityBuzz *Sep 2024*

- Built a data-driven analysis tool to explore the relationship between media coverage and the success of charity campaigns using web scraping, the News API, and fuzzy matching.
- Employed fuzzywuzzy to align campaign data with news articles, uncovering correlations between media exposure and campaign outcomes.
- Streamlined data preprocessing with Pandas, exporting results in CSV format for visualization and actionable reporting.

Rotten Tomatoes Soup *Sep 2024*

- Developed a Python scraper with BeautifulSoup and Requests to extract movie ratings and director names from Rotten Tomatoes' archived pages.
- Analyzed and ranked directors using Pandas, calculating average ratings and identifying top-performing filmmakers.
- Automated output generation in JSON and CSV formats, ensuring accessible and reusable data insights.

Meal To Movie *Sep 2024*

- Created a program using TheMealDB and TVDB APIs to recommend movies based on meal origins, enhancing the dining-entertainment experience.
- Used the country_converter library to map meal origins to culturally relevant movies by ISO3 country codes.
- Visualized recommendations with Matplotlib and PIL, delivering an interactive and engaging user experience.

Sound Project *Apr 2023*

- Designed an immersive storytelling experience by synchronizing audio with interactive visual slides using JavaScript.
- Co-developed a web-based soundscape, enabling users to progress through the narrative based on audio completion.
- Enhanced accessibility and engagement through intuitive user controls and seamless audio-visual integration.

SKILLS

Programming Languages: Python, Java, C#, C++, SQL, CSS/HTML, JavaScript
Tools: Git, Docker, MySQL, Redis, SQLite, Django, RESTful API, Google Cloud Platform, Heroku, NumPy, Pandas
Creative Development Environments: Processing, Game Maker Studio, Android Studio