

Eugene Park

Software Engineering Major at UCI

Portfolio: <https://marblesodas.github.io/> Github: <https://github.com/MarbleSodas>

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About Me

Technical Skills: Kotlin, Java, Python, C#, Javascript, React Native

Languages: Native English, Fluent in Korean

Art Technology: Adobe Premiere Pro, Adobe After Effects, Vegas Pro 15, GIMP

Interests: Game Design, Video Games, Video Editing, Mobile Development

Projects and Certificates

Shichat

- ❖ A simple chatting app that I had developed for Android use
- ❖ Uses React-native, Javascript, and Firebase

Intro to Cloud Computing

- ❖ Learned the concepts of various cloud service models, cloud deployment models, and cloud infrastructure
- ❖ Detailed emerging Cloud related trends including HybridMulticloud, Microservices, Serverless, Cloud Native, DevOps, and Application Modernization

Intro to Web Development with HTML, CSS, and Javascript

- ❖ Have seriously underwent the program in order to learn about web development
- ❖ Learned about the Layouts, best practices for UI development, etc.

Work Experience

Ohana Sushi

Waiter, Food Services

Riverside, CA (April - May 2021)

- ❖ Help serve customers and communicate with the chef on any preferences that were necessary
- ❖ Maintained a sanitary workplace within the restaurant
- ❖ Worked Food Service jobs to get work experience and to help pay for tuition

Poke Bar

Server / Cashier, Food Services

Riverside, CA (May - June 2021)

- ❖ Worked Food Service jobs to get work experience and to help pay for tuition
- ❖ Provided excellent customer service while executing quick transactions with accuracy in a stressful and fast-paced environment
- ❖ Maintained a sanitary workplace within the restaurant

Education

Martin Luther King High School

Riverside, CA (2017-2021)

- ❖ Taken and passed many AP exams a few being, Computer Science A, Computer Science Principles, Calculus AB and BC
- ❖ GPA: 4.51

University of California, Irvine

Irvine, CA (2021-Current)