

# Eugene Park

Software Engineering Major at UCI

<https://marblesodas.github.io/>

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## About Me

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**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:** Coding, Game Design, Mathematics, Video Games, Video Editing, Cyber

Security

## Work Experience

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### 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

## Competition and Personal Achievements

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### 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

### SkillsUSA

(October 2019 - 2021)

- ❖ Competed with other members of the team in game design against other high schools
- ❖ Gave me first-hand experience on planning and working on the development of a large program
- ❖ Advanced to the State Level of competition but was canceled due to the pandemic

### 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.

## Education

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### 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)