

Sion Park

Seattle, WA

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📄 <http://so-park.github.io>

Qualifications

Languages: C#, C++, SQL, JavaScript, Python, C, Java, Linq

Technology: Full Stack Development, Unity, nodejs(Express), Github, MSSMS, MySQL, Visual Studio

Technical Experience

- December 2019 – Present **Software Developer**, *Faithlife*, Bellingham, WA.
- Design and implement Restful API using openAPI Specification.
 - Build and maintain web applications and services built using .NET framework.
 - Manage data loaders and help troubleshoot when data is not up to date.
 - Send real-time internal data feeds into client's systems by implementing Workato and Zapier integration.
- October – December 2019 **Software Developer Intern**, *Faithlife*, Bellingham, WA.
- Implemented new features and Power Bi loaders for reporting website using C# and Linq.
 - Wrote SQL scripts, automated Integration and Unit tests.
 - Prepared weekly demo on the completed platform engineering projects and participate in code reviews.
- September 2016 - June 2019 **Web Developer**, *Seattle Pacific University*, Seattle, WA.
- Developed a political geographic quiz application using node.js and DigitalOcean for Seattle Pacific University.
 - Utilized MVC framework, Openlayers' API and geojson in order to render the map (full-stack).
 - Used bcrypt to hash passwords and create login system and built a front end for editing the database.
 - Integrated the quiz into the learning management tool Canvas to automatically update students' grades.
 - Prepared data reports by extracting data and cross-list courses in Canvas using REST APIs.
- June 2018 – August 2018 **User Experience Test Intern**, *Treatmo*, Seattle, WA.
- Tested builds and new features of their app and contributed insight on app design and function.
- April 2018 – June 2018 **Web Production Intern**, *KCTS9*, Seattle, WA.
- Redesigned a story page using fullpage.js and worked on Google Analytics to draw more detailed statistics.
 - Utilized Google maps API, JavaScript, HTML, CSS to visualized rape kit backlog data in the state of Washington.
 - Managed content with Drupal, transfer stories to Crosscut and work with page layout to enhance user experience.

Projects

- January – June 2019 **Project: Letter Run**, *Seattle Pacific University*, Seattle, WA.
- Developed a desktop application for an educational game using Electron.
 - Implemented back-end game mechanics with phaser.js game engine and performed quality assurance tests.
- April 2019 **Project: Shell and Linux Program**, *Seattle Pacific University*, Seattle, WA.
- Implemented a Shell interpreter and its basic commands using C in Linux.
 - Utilized fork,exec,and wait to create threads and find commands that are not built in the shell that I created.
- March 2019 **Canvas API Hackathon**, *University of British Columbia*, British Columbia, CA.
- Utilized Canvas (Learning management tool) API and JavaScript to retrieve grade information and perform analysis.
 - Delegated tasks to other teammates and collaborated with each other to create reports with python(matplotlib).
- February 2018 **Mathematical Contest in Modeling (MCM)**, *MCM*, Seattle, WA.
- Using R and Excel, filtered, interpreted, and analyzed over 600 variables regarding renewable energies for four different states (CA, AZ, NM, TX)
 - Meritorious Winner (top 10%)

Education

Fall 2015 - Spring 2019 **Bachelor of Arts in Computer Science, Bachelor of Science in Applied Mathematics, minor in Russian**, *Seattle Pacific University*, Seattle, WA.

Overall GPA: 3.94, Summa Cum laude,President's Scholar Award Scholarship, Alpha Kappa Sigma