SION PARK

Seattle, WA (253) 457- 9280, sopark126@gmail.com, https://github.com/so-park

SKILLS

- Languages: C++, C#, C, JavaScript, Python, Prolog, Scheme, Go, HTML, CSS
- Mongo DB, GitHub, Unity, Visual Studio, Microsoft Office Suite, Postman, Node.js (Express), Bootstrap, Unix
- Korean, English, and Russian

RELEVANT EXPERIENCE

Educational Technology & Media Web Developer | *Seattle Pacific University, Seattle, WA*   June 2018 – June 2019

- 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 and make the quiz (full-stack).
- Connected mongoDB and designed API for the application.
- Integrated the quiz into the learning management tool Canvas to automatically update students' grade in gradebook.
- Prepared data reports by extracting data and cross-list courses in Canvas using REST APIs.
- Participated in the University of British Colombia's Student Canvas API Hackathon.

Summer Intern | *Treatmo, Seattle, WA*   June -August 2018

- Tested builds and new features of their app and contributed insight on app design and function.

Web Production Intern | *KCTS 9, Seattle, WA*   April - June 2018

- 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.

Webmaster/IT Coordinator | *Seattle Pacific University, Seattle WA*   January - June 2018

- Maintained the ASSP web page using Adobe Dreamweaver, HTML, and CSS.

EDUCATION

Seattle Pacific University   Graduated in June 2019

B.A Computer Science, B.S Applied Mathematics, Minor in Russian
Suma cum laude, GPA 3.93

PROJECTS

Games LetterRun – open sourced, 2D platformer, desktop game application

Drive to pass – 2D top down racing game developed using Unity

- Wrote technical documentation, collaborated with other teams to perform quality assurance tests.
- Implemented both UI and the game mechanics as a full stack developer using open source technologies such as electron and phaser.js

Database Frontend – Developed UI for updating data in the mongoDB (CRUD database application).
Travelling Salesman Problem – Used nearest neighbor algorithm to solve TSP in Python.
Face Recognition with Principal Component Analysis – Used python libraries for demonstration
Shell and Linux programs - Implemented using C
Graph Project – Used GraphStream and Java to display Minimum Spanning Tree and Shortest Path in a graph
Web service – Used Ruby on Rails following agile methodology.

OTHER EXPERIENCE

- Educational Technology and Media Assistant, *Seattle Pacific University, WA*   Fall 2016 – Spring 2018
  Provided training, and resources to faculties in order to facilitate the use of technology in the classroom.
  Write technical and instructional documents using JIRA and Confluence.
- Mathematical Modeling Contest – Meritorious Winner   Spring 2018
  Worked in teams, sorted and analyzed data with R and make a visual presentation of the results.