**SION PARK**

Seattle, WA (253) 457- 9280, [sopark126@gmail.com](mailto: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.