

WoojinPark

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EDUCATION

San José State University | School of Information Systems and Technology, San José, CA

Bachelor of Science, Management Information Systems

May 2024

RELATED SKILLS

Skills: Usability Testing, Wireframing (Figma, Adobe XD), A/B Testing, Agile, Jira, JavaScript, Python, SQL, HTML5, CSS, Tailwind, SASS, CI/CD (GitHub, Jenkins), Microsoft 365

WORK EXPERIENCE

Pulmuone, Gilroy, CA

Plant Operations Assistant Manager

Sep. 2024 – Current

- Scheduled production planning and work orders to ensure the success of food production projects on a weekly and monthly basis.
- Acted as the key communicator between R&D, Marketing, Sales, SCM, and IT, ensuring cross-functional teams remained aligned with production goals from a customer-centric perspective.
- Conducted performance data analysis, integrated ERP systems, and managed daily, weekly, and monthly reporting to optimize plant efficiency through actionable insights.

Samsung Electronics, San Diego, CA

Network QA Engineer, Mobile

Jun. 2024 – Aug. 2024

- Collaborated cross-functionally with engineering, product, and UX teams to enhance user experience and optimize network performance for Samsung mobile devices.
- Performed 5G network testing, including Sub6 and mmWave technologies, ensuring seamless connectivity for Verizon, ATT, and T-Mobile.
- Facilitated collaboration between engineers, network analysts, and management by translating technical reports into actionable insights to improve device performance.

TVN CJ ENM, Monterey County, CA | Seoul, South Korea

IT Communication Coordinator, Unexpected Business 3

Jun. 2023 – Aug. 2023

- Served as the primary communication bridge between the IT, Audio, and Production teams, ensuring smooth translation of technical requirements into actionable solutions for audio-visual setup and IT infrastructure in a real-world broadcast environment.
- Provided Korean/English translation services, enhancing communication efficiency and reducing operational delays for international production.

PROJECTS

Sound of Slash, Game Developemnt, Remote

Project Manager

Jan. 2024 – Aug. 2024

- Managed communication between Animation, Engineering, UI/UX, and Sound teams across Korea and the U.S., ensuring cohesive game development execution.
- Collaborated with the UX/UI team to improve game design, acting as the main point of contact between creative and technical teams to optimize interaction flows and accessibility.
- Utilized Jira to manage over 100 tasks, Slack for communication, and GitHub for version control with more than 50 commits, improving project efficiency by 20%.

No Smash, AI integrated Parking Advice WebApp, San Jose, CA

Software Developer & Project Manager

Jan. 2024 – May. 2024

- Led the development of a web-based parking advice application to enhance urban safety, providing real-time parking recommendations by integrating APIs and processing over 140,000 SFPD crime data points using Python and Streamlit.
- Managed a team of four developers, setting up regular meetings to improve communication and ensure the system provided practical, data-driven insights for users.
- Presented the project at the AI for Social Good event, ranking among the top 10 projects out of 500+ entries, highlighting the app's impact on Bay Area community safety.

Frontend Challenge, Frontend Components, San Jose, CA

Frontend Engineer & UX/UI Developer

Nov. 2023 – Jan. 2024

- Self-taught frontend development as an application of User Experience (UX) principles, gaining a deeper understanding of usability, accessibility, and interaction design.
- Created interactive UI components, including a responsive navigation bar and interactive sliders, writing over 5,000 lines of code using HTML, CSS, and JavaScript.
- Completed over 100 hours of coding, demonstrating the ability to independently manage complex projects while adhering to accessibility and usability best practices.