AARON PARK

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EDUCATION

University of Virginia   **Charlottesville, Virginia**
Bachelor of Science in Computer Science | Data Science Minor   *Aug 2022 – May 2026*
   GPA: 3.61/4.00 | Dean's List
- **Relevant Coursework:** Data Structures and Algorithms, Software Development Essentials, Computer Systems and Organizations, Reinforcement Learning, Natural Language Processing

SKILLS & TECHNICAL TOOLS

Languages: Python, Java, JavaScript, HTML/CSS, C, Typescript, GDScript, JSON , C++, R
Technologies: React, Flask, Git, Bootstrap, Godot, MATLAB, Linux, Unity, Three.js, SQL, TensorFlow, NumPy, Pytorch
Adaptive: Time Management, Innovative, Collaborative, Problem Solving, Curious, Team-oriented, Agile, Energetic

WORK EXPERIENCE

University of Virginia Main Library Circulation Desk   **Charlottesville, Virginia**
Front Desk Service Representative   *Aug 2023 – Present*
- Maintained an efficient data tracking system to ensure real-time updates on all materials being discharged, returned or renewed.
- Proven subject matter expert and earned the responsibility to be the Point of Contact on data navigation, data repositories, and library policies and procedures.

PROJECTS

RenderRealm
Personal Project   *May 2024 – Aug 2024*
- Developed a website using Three.js and React, designed to render 3D models and animations.
- Incorporated features like OrbitControls for intuitive user navigation and interaction with 3D models.
- Optimized WebGL performance for smooth rendering and quick loading times, improving overall user experience

BoardBlueprint
Personal Project   *Mar 2024 – Apr 2024*
- Developed a comprehensive data platform leveraging React and Typescript, designed to aggregate and display keyboard prices, specifications, and images from premier retailers.
- Implemented a web-scraping program with Python and BeautifulSoup4 to dynamically parse data from keyboard sites into structured JSON files, emphasizing innovative problem-solving and automation skills.
- Engineered a user-friendly interface allowing for the interactive assembly of keyboard components, offering a real-time visualization of custom designs, enhancing user engagement and decision-making.

MelodyMapper
Personal Project   *Aug 2023 – Aug 2023*
- Developed a web application utilizing Flask and Spotify's API to generate playlists based on tempo and user history.
- Integrated Spotify OAuth authentication to facilitate secure user logins, allowing for unique user sessions, enhancing the application's versatility and user experience.
- Ensured seamless API token refresh that automatically updates the session token upon expiration during the user's interaction, guaranteeing uninterrupted user service.

Discord Bot
Personal Project   *Jul 2023 – Aug 2023*
- Developed a multifaceted discord integrated robot using Python, Discord API, and Riot API.
- Bot features include autonomous running, pulling League of Legends data, welcoming new server users, relaying bot latency, displaying a customizable Discord Embed, showing random pictures of dogs, and telling funny jokes.

EXTRACURRICULAR ACTIVITIES

Frostbane – UVA Student Game Developers Club
Programmer   *Spring 2024*
- Spearheaded collaborative design and development of a 3D horror game, working with a team of 5 developers and artists through the complete game development lifecycle, from concept to product.
- Designed a vivid in-game experience with an immersive environment, showcased through numerous cutscenes.