Chloe Soh-Young Park

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EDUCATION	171 77005
Rice University George R. Brown School of Engineering Bachelor of Science in Computer Science GPA: 3.87/4.00 Relevant Courses: Computational Thinking, Algorithmic Thinking, Linear Algebra, Sciences of AI National Cathedral School (NCS) High School Diploma Member of Cum Laude Society GPA: 4.00/4.00 (Unweighted)	Houston, TX August 2023 – June 2027 Washington D.C. September 2017 – June 2023
TECHNICAL SKILLS, CERTIFICATIONS, AND AWARDS	
Skills: JAVA, Python, C#, SQL, JavaScript, Typescript, Unity, React.js, Node.js Certification Courses: Unity Certified User – Programmer Awards: NCS Computer Science Award, D.C. CyberPatriot Champions, Valedictorian	
PROJECTS	
 AI Research Assistant — TensorFlow, PyTorch AI Research Assistant at Dr. Yamagami's Lab for the Development of Co-Adaptive Human Machine Interfaces Implements federated learning algorithms through TensorFlow and the framework PyTorch to optimize the closed-loop performance of a myoelectric interface Tests how the co-adaptation of both the user and decoder will enhance the performance of neural interfaces, particularly focusing on its human-data interaction 	Houston, TX January 2023 – Present
NASA SUITS Challenge — C#, Unity, Figma Representing Rice University as Team Daedalus, Comprised of Selected Undergraduate and Graduate Students • Develops the front and back-end for the AR console modeled with the C# software engine Unity and Figma to assist NASA's Artemis crew during Extravehicular Activity (EVA)	Houston, TX September 2023 – Present
 Crafts a Heads-Up Display (HUD) exhibiting telemetry stream data and a Umbilical Interface Assembly (UIA) Egress Procedure that successfully transitions astronauts from habitat to suit power Houston Ballet Nutcracker Market App — React.js, Node.js, MySQL RiceApps Project Designed to Enhance the Nutcracker Market Experience	Houston, TX September 2023 – Present
 Creates a SMS notification system with Twilio and Node.js for 100,000+ users Fusing South Korea's Cultural Games with 'the Digital World — C#, Unity, Procreate, Blender An Independent Study, Grounded in the Unity Platform Provided an accessible lens into Korean culture through an end-to-end engineering process for the 600 students at National Cathedral School with an Asian body of less than 14% Utilized Unity to digitize, in 2D and 3D, three traditional Korean games: Tuho, Yutnori, and Dalgona Incorporated self-created graphics through Procreate (2D) and Blender (3D) EXPERIENCES 	Washington, DC August 2022 – January 2023
Math Intutorly Tutor • Educates low-income elementary school students in Math and English who experienced economic	Vienna, VA August 2020 – Present
hardship, especially from the COVID-19 pandemic Engage Healthcare Business Services Systems Analyst Intern • Stored data in self-made schemas (databases) and revised software through Python reconfiguration • Primarily utilized the MySQL Workbench visual platform	Vienna, VA May 2022 – August 2022
ACTIVITIES	
RiceApps (< 5% Acceptance Rate) Full Stack Developer Develops impactful web applications and software solutions for nonprofits in Houston Collaborates with a team of designers and coders, four hours every week, as a full stack developer	Houston, TX September 2023 – Present
Rice CSters Underclassmen Rep • Selected as one of two representatives to coordinate events and extend professional opportunities specific to underclassmen	Houston, TX September 2023 – Present
• Fosters a tight-knit, empowering community of women who are passionate about Computer Science Rice Augmented Reality/Virtual Reality (AR/VR) Club	Houston, TX

September 2023 – Present

Provides hands-on mentorship to students during *Unity* workshops and projects
 Oversees the entire software development process for members accepted into the *NASA Suits Challenge*

Software Lead