Christopher Park

Honours Mathematics cj2park@uwaterloo.ca 647-999-2690 https://github.com/christopherpark88

Skills

Software Development Languages, Frameworks, etc.

TypeScript/JavaScript, NodeJS, React, Python, Java, SQL, Scheme, HTML, CSS

Software Testing

Mocha, CucumberJS, WebdriverIO, Jest, & Chai Assertion Library

Spoken Languages

English (First Language) and Korean (Second Language)

Work Experiences

Software Engineer & QA Engineer at Setter Home Services

- Workflow cycle of Sprints, Kanban Boards (Jira), and Agile Scrum; Github and GIT version control
- Use of Jenkins in Dev-ops and deployment
- Building app with Docker
- Frontend Developer
 - o TypeScript & React along with the UI frameworks MaterialUI and AntUI
 - o Created many UI components, styling according to mockups and style guides
- Backend Developer
 - Typescript and TypeORM for query building
 - ApolloQuery and GraphQL
 - o PostGreSQL, PSequel GUI Tool
 - o REST API use and HTTP Methods for RESTful Services
 - o Postman API platform
- QA Engineer
 - o Automated testing scripts in JavaScript for unit, integration, and e2e testing
 - Used testing frameworks Mocha, CucumberJS, WebdriverIO, Jest as well as Chai Assertion Library

Test Analyst at CIBC Personal Banking Products and Technology

- Quality Assurance analyst on several projects
- Involved in data entry, setting up test scenarios for different test stages such as System Integration Testing and User Acceptance Testing
- Worked alongside other members of QA department as well as co-workers from the developer team using Agile methodology and utilized SharePoint/system of Sprints
- Documentation of expected results of test, test scenarios, test case pass/fail, etc.

Projects

Portfolio Website https://christopherpark88.github.io/my-website/

• Created with React, Typescript, Material UI and NodeJS

Rubik's Cube Android App (In Development)

- Android app made to assist in solving a Rubik's Cube
- Includes timer, custom clean graphics, and graphs to keep track of progress

Pacman Replica Game

• Developed and designed a fully functional Pacman replica game using Java

Education

University of Waterloo | September 2018 – April 2023

- Candidate for Bachelor of Mathematics (intention to specialize in Computational Math)
- Received \$2000 President's Scholarship (+90% entry average)

Relevant Courses

- CS 116 Introduction to Computer Science 2 (Python Based)
- CS 234 Data Types and Structures (Python Based)
- CS 338 Computer Applications in Business: Databases