

Ian Park

Full-stack developer engineering robust solutions, combining modern web technologies with systems expertise to build scalable, resilient applications that solve real-world challenges.

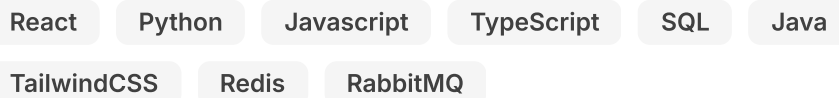
Send me a message at ian@ianpark.dev ✉️ or take a look at my [CV](#) 📄 for my work.



Skills

Full-Stack Development

3+ years of paid experience building web applications and APIs



System/Ops

Experience with high-performance computing and distributed systems



🌐 Language Proficiency



Work

Republic of Korea Army

C4I Communications Operator (2023.05–2024.11)

Intelligence Company

Military Interpreter Service

- Served as Brigade-level English interpreter during UFS/FS ROK-US Combined Training

Early Promotion

- Received 3-month early promotion for excellence in military life, basic training, and specialized training

Military Awards

- Ranger Excellence Award
- Hoguk Training Award
- Winter Training Award
- Outstanding Soldier Award

Texas Advanced Computing Center

Software Engineer (2020.10–2022.03)

Web & Mobile Applications Team ↗

Python

TypeScript

React

PostgreSQL

Redis

Docker

RabbitMQ

Kubernetes

Angular

Django

Flask

GIS

Jenkins

Splunk

Led hazard research visualization project

- Created and maintained interactive 2D/3D visualization web-app for geographical data analysis
- Optimized large-scale GIS data processing reducing load time by 80%
- Collaborated with UT Austin engineering faculty on custom analysis tools

Developed Core Portal/Tapis API platform features

- Engineered authentication system handling user sessions for researchers
- Designed and implemented RESTful API powering 15+ internal applications
- Reduced deployment time by 70% through CI/CD pipeline optimization
- Mentored and evaluated interns during our summer internship program.

Calvin University

Research Intern (2019.06–2020.09)

Wind Engineering Laboratory ↗

Python

Pandas

Angular 2+

numpy

SQL

leaflet

Bokeh

Created research automation pipeline

- NSF-funded research for analysis of Tornado-based Hazard data
- Automated image analysis saving 10+ hours per week
- Implemented GIS web applications for reproduction of analysis data

Projects

✂ Pinned

All

Systems

Web

AI/ML

Parkour ↗

2025

Cross-ecosystem project management CLI with unified workflows

Go

TOML

Shell

Git

This Website ↗

2025

Portfolio and blog built with modern web technologies

Astro

React

TypeScript

Tailwind CSS

MDX

GitHub Actions

SaneWM ↗

2020

Ultra-lightweight X11 window manager with 2MB memory footprint

C

libxcb

Lua

Xlib

CMake

Shell

AI-driven posting Bot ↗

2019

Forum bot comparing LSTM and KoGPT architectures for Korean community engagement

Python

Flask

Celery

RabbitMQ

Scrapy

KoGPT 2.0

LSTM

High-performance audio framework for real-time music adaptation

C++

TSAL

RtAudio

CMake

WebSockets

Javascript

Activities

CalvinHacks

Founder & Head of Technology (2018–2020)

- Founded and scaled university's first MLH hackathon to 200+ participants from 15+ universities
- Secured \$15,000+ yearly in sponsorships from 10+ tech companies including Google, Microsoft and Steelcase
- Led technical team of 5 to develop full-stack event platform handling registration, judging, and event logistics
- Organized workshops and mentorship programs reaching 300+ students over 2 years

Abstraction, Computer Science Club

President (2019–2020)

- Grew weekly meeting attendance from 15 to 40+ members through industry speaker series and hands-on workshops
- Established partnership with university cybersecurity team to create student-led penetration testing workshop series
- Launched mock interview program connecting 30+ students with industry professionals

Education

Calvin University

Computer Science, B.CS. ↗ (2016.09–2020.05)

GPA: 3.52/4.00 Major GPA: 3.798/4.00

Relevant Coursework

CS 374 High Performance Computing

CS 364 Computer Security

CS 262 Software Engineering

CS 344 Artificial Intelligence

Awards & Honors

- Dean's List (All Semesters 2018-2020)
- Trustee's Scholarship

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