HAJIN PARK

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EDUCATION

Bachelor of Science Computer Science — University of California, San Diego

WORK EXPERIENCE

Software Engineer Intern | Intuit

June 2025 - September 2025

Expected: June 2026

- Developed a multi-agent system with LangGraph/LangChain and RAG to automate integration test case and code generation from product requirement documents, reducing test coverage creation time from 2-4 months to under a week
- Enabled money movement testing capabilities in production environments by integrating third-party bank vendor REST APIs into internal developer testing tools, allowing 100+ product development teams to test in production on demand

Instructional Assistant | University of California

August 2023 - August 2024

- Assisted Calculus and Physics courses with 120+ undergraduate students by guiding problem sets during lecture and discussion sessions and holding weekly office hours, increasing student engagement and test scores
- Applied formal training from a semester-long course integrating education theory, teaching, and practice to create engaging learning environments across three semesters

Web Development Intern | Merced Senior Citizens, Inc.

June 2023 - August 2023

- Programmed and deployed a user-facing website using React.js, Tailwind CSS, and Firebase while achieving an annual upkeep cost of \$12 for a community of 500+ active members
- Created a content management admin dashboard interface with user authentication to update a Firebase NoSQL database, enabling non-technical staff members to independently manage site content including images and text

RESEARCH EXPERIENCE

Software Development and Research Intern | Salk Institute for Biological Studies Ju

June 2024 - September 2024

- Implemented bug fixes and new features for the lab's software system, a deep learning and computer vision-based application used by 15,000+ active users, following formal CI/CD and code review procedures
- Migrated data pipes and data loaders from TensorFlow to PyTorch and performed benchmarks on model training and inference pipelines, achieving over 20% model training time performance improvements

Software Research Fellow | Google ExploreCSR Program

November 2022 - May 2024

- Worked with faculty and students across three universities to study computational research, exploring applications of computer vision models (object detection, gesture recognition, pose estimation) in instructional settings
- Led a team of four undergraduates to develop a research poster and full-stack application on hand pose-estimation, presented at the 2023 UC STEM T3PN Conference and 2023 Greater Minds in STEM Conference

PROJECTS

Spotify Translator | Python Package — CLI Tool

 ${\bf March~2024~-~Present}$

• Building a lyric translation/transcription tool publicly available on the PyPi python package platform using the Spotify Web API, OpenAI's Whisper Speech Recognition model, and Meta's Demucs Music Source Separation model

LEADERSHIP & VOLUNTEER EXPERIENCE

Google Developer Student Club | Co-Founder, Outreach Coordinator
Kappa Sigma Fraternity | Web Developer, Executive Committee
Association for Computing Machinery | Campus Student Chapter AI Lead

August 2023 - May 2024 April 2023 - January 2024 April 2023 - January 2024

INTERESTS

Valorant (Top 600 North America), Bouldering/Top Roping, Guitar/Ukulele/Classical Piano, Track and Field

TECHNICAL SKILLS

Languages — Python, JavaScript, C, C++, Java, Rust, Go, PostgreSQL, HTML, CSS, LaTeX

Technologies — Agile/Scrum, Git, React.js, SQL, NoSQL, Agents, PyTorch, FastAPI, Flask, Node.js, Firebase, Android Studio Relevant Coursework — Data Structures and Algorithms, Software Engineering, AI: Probabilistic Models, Machine Learning Algorithms, Networked Systems, Recommender Systems and Data Mining, Database System Principles, Theory of Computation, Computer Organization and Assembly