Hyungsang Park

Software Engineering Student (Final Year)

 hyungsangpark
 +64 27 473 6655
 hyungsangpark@icloud.com

Education

The University of Auckland
Mar 2019 - Nov 2022

Bachelor of Engineering (Hons)

- Specialising in Software Engineering
- Specialisation GPA: 8/9 (A Average)
- Dean's Honours List for 2020 (Top 5% GPA)
- Certificate of Outstanding Achievement for 2021 (School of Computer Science)

Microsoft Student Accelerator
Mar 2021 - Oct 2021

Microsoft Student Accelerator NZ

- Full Stack Development Course
- React and TypeScript were used for frontend and .NET and C# for backend.
- Received AZ-900: Microsoft Azure Fundamentals Certificate.
- Received Certificate of Completion.

Work Experience

Sylo
Nov 2021 - Feb 2022

Software Engineering Intern

- Updated documentations to enhance set up procedure and assist fellow interns. Set up time was dramatically decreased to 20% of the previous time.
- Resolved missing NFT issue by substituting an easily-throttling OpenSea API with a custom adaptor that uses direct API calls using URLs.
- Added the feature to send multiple medias in chat and resolved relevant issues in Android regarding permissions and having multiple video instances.

Projects

CodeRacer
Mar 2022 - Jun 2022

- Utilized TypeScript-based MERN stack application to create a typing game that prompts users to type a given code block under a limited time.
- Development was done in 5 people group and I participated in UI design and frontend development of the application.

Taximeter
Feb 2021 - Jul 2021

- Utilized Swift and SwiftUI to create an iOS native application that mimics taximeters used in Korean taxis.
- Provides real-time tracking and distance based fee calculation using GPS.

FruitMarket
Sept 2020 - Nov 2020

- Utilized Java to create an Android native application that provides a catalogue of fruits sold across domestic local orchards.
- Follows Material UI design principles which provides clean and native UI.

Skills

JavaScript/TypeScript, MERN, .NET(C#), HTML, CSS, Java, Python, Swift, SwiftUI, Bash, Git