

James Park

developer

[idkwhojamesis.github.io](https://github.com/idkwhojamesis)

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Developer and CS student seeking hands-on experience in professional software development. Passionate about human-computer interaction and integrating mixed-reality into professional and gaming environments.

experience

IEEEVR 2020 Research Conference

Volunteer March 2020

GSAS Accelerated Master's Program

Moderated and troubleshooted Mozilla Hubs (A-Frame) social spaces for presenting post-grad CS research on graphics rendering optimization and UX design for VR applications

ieeivr.org/2020

Brokebook (web app)

Developer August 2019 - March 2020

Used Django Web Framework (Python) + Sqlite database + Bootstrap CSS to build a dedicated website for campus-specific, moneyless textbook exchange

Implemented search by query, database CRUD operations, admin registration/login, and server-side email verification

github.com/idkwhojamesis/brokebook_web

Global Game Jam

Unity Programmer February 2020

Managed rapid software development through Git version control (Bitbucket)

Built dynamic audio experience through Unity SoundMixer

idkwhojamesis.itch.io/fix-the-penguin-gamejam

References available upon request.

languages

English

Spanish

Korean

education

Fordham University

M.S. Computer Science in progress

GSAS Accelerated Master's Program

Fordham University

B.A. New Media + Digital Design 2021

GPA: 3.5 / 4.0

Relevant Coursework: Computer Science II, Info and Data Management

Member of Design for America, an idea incubator tackling social challenges through design

skills

 Python

 JavaScript (React, Node)

 HTML, CSS, Markdown

 C++

 C#


 Django


 Git, Github

 Unity

 MySQL, SQLite

 RealityCapture (Photogrammetry)

 Microsoft Office (Excel, Word, PowerPoint)

 Adobe Suite (Photoshop, Illustrator)