

Jacob Park

SOFTWARE ENGINEER · COMPUTER SCIENCE MAJOR

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Education

Vanderbilt University

B.S. IN COMPUTER SCIENCE

Nashville, TN

August, 2016 - Exp. May, 2020

Skills

Languages C++, JavaScript, Python, Java, HTML, CSS

Technologies React.js, Node.js, Vue.js, REST API, Firebase, Git, Flask, NodeJS, Amazon Web Services (AWS), iOS Development, Web Scraping

Work Experience

Vanderbilt Institute for Software Integrated Systems

Nashville, TN

RESEARCH INTERN

May, 2019 - July, 2019

- Implemented machine learning algorithms (HAC, HDBSCAN, PCA, etc.) with Python to spatiotemporally analyze the traffic incident factors and to further predict incidents in Nashville.
- Developed a 3D data visualization model of aggregated data using kepler.gl to visualize traffic accidents in Nashville.

Vanderbilt Department of Civil and Environmental Engineering

Nashville, TN

UNDERGRADUATE RESEARCH ASSISTANT

Mar, 2019 - Present

- Designed and implemented a web application to provide a platform for stakeholders to evaluate a variety of sustainable and economically feasible options for managing municipal solid waste using Vue.js and Firebase.
- Implemented a matrix for simplified LCA of waste management with AHP to analyze stakeholders' pairwise comparisons.
- Developed Python scripts to scrape data for real-time power outage data and affected customers.

Projects

Seonbae

Full Stack Development

MERN STACK

July, 2019 - Present

- Created a web application to provide a platform for alumni networking to help students in respective universities land jobs.
- Developed REST API for user authorization with JWT authentication, as well as user functionalities to view and manage postings.
- Implemented front-end with React.js, and back-end with Node.js, Express.js, and MongoDB.

Decision Together

Web Development

JAVASCRIPT

June, 2019

- Developed a web application to evaluate the preferences of criteria and alternatives for MSW management systems to implement in Middle Tennessee.
- Analyzes stakeholders' preferences and consistencies by implementing comparison matrices and calculating principal eigenvectors.
- Implemented front-end with Vue.js, and back-end with Firebase.

FEH-api

REST API

PYTHON

April, 2019

- Designed a REST API for developers of Fire Emblem Heroes community to feasibly integrate into their applications.
- Developed Python scripts using Scrapy-Splash to scrape for Fire Emblem Heroes units' information
- Implemented key API functionalities with user authorization by incorporating Flask-RESTful and SQLite.

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iOS Development

SWIFT

Feb, 2019

- Developed an iOS app to store categories of lists of favorite locations in a database, and conveniently locate those categorized places on a map by integrating API services.
- Incorporated Google Maps API, Google Places API, and Realm database to search and map desired locations.

Campus Involvement

Vanderbilt League of Legends

Vanderbilt University

PRESIDENT, FORMER TREASURER

March, 2018 - PRESENT

- Directed the organization to foster, develop, and educate the gaming community of 200+ members on campus.
- Coordinated tournaments against other universities across the nation, as well as local tournaments and events.
- Orchestrated advertisement campaigns increasing tournament and event turnout by 50%.