Jacob **Park**

SOFTWARE ENGINEER · COMPUTER SCIENCE MAJOR

949-293-1038 | soobinjppark@gmail.com | soobin.me | soobinjppark | soobinjppark

Education

Vanderbilt University   *Nashville, TN*

B.S. IN COMPUTER SCIENCE   *August. 2016 - Exp. May. 2020*

Work Experience

Vanderbilt Institute of Software Integrated Systems   *Nashville, TN*

RESEARCH INTERN   *May. 2019 - PRESENT*

- Implemented machine learning algorithms to build a framework for real time dispatching decisions.
- Developed a 3D data visualization model of aggregated data using kepler.gl to visualize traffic accidents

Vanderbilt Department of Civil and Environmental Engineering   *Nashville, TN*

UNDERGRADUATE RESEARCH ASSISTANT   *Mar. 2019 - July. 2019*

- Developed 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 life cycle assessment of waste management with analytical hierarchy process to analyze and calculate users' preferences and consistencies.

Projects

Decision Together   *Web Application*

HACKER   *May. 2019*

- Developed a web application to evaluate the preferences of criteria and alternatives for MSW management systems to implement in Middle Tennessee. Deployed on https://decisiontogether.com/
- Implemented Vue.js for front-end, Node.js for back-end, and Firebase for database and deployment.

gaja   *iOS Development*

HACKER   *Mar. 2019*

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

FEHData   *Web Scraping*

HACKER   *Feb. 2019*

- Created a Python script using Scrapy to scrape https://fireemblem.gamepress.gg/ for all available heroes, stat variants, recommended skill builds, IVs, and more.
- Incorporated Scrapy-Splash to render and scrape JavaScript/AJAX loaded content.

Skills

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

Technologies   Git, Firebase, Vue.js, NodeJS, Amazon Web Services (AWS), Bash, iOS Development, Web Scraping

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.

DataBrains   *Vanderbilt University*

BOARD OF PROJECTS   *Sep. 2018 - Dec. 2018*

- Managed the club's projects for undergraduates interested in Artificial Intelligence and Data Science and allow students to explore and learn about the industries
- Formed teams of different projects and ensure each team is working effectively to make meaningful projects using AI and Data Science