

Jacob Park

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Education

Vanderbilt University

Major: B.S., Computer Science

Nashville, TN

May 2020 (expected)

Work Experience

Vanderbilt Department of Civil and Environmental Engineering

March 2019 - present

Undergraduate Research Assistant

- 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
- Developed and implemented a matrix for simplified life cycle assessment of waste management with analytical hierarchy process

SummerSAT

Summer 2018

Software Development Intern

- Assisted in creating the software in Windows applications and web application for students.
- Utilized web development in order to construct a functional webpage for the organization.
- Utilized Java, HTML, CSS, and JavaScript.

Projects

Decision Together (Web application) – 1 person project

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/>
- Utilizes JavaScript and Vue.js for front-end, and Firebase for database and deployment.

FireEmblemHeroesData (Python) – 1 person project

March 2019

- Utilizes Scrapy to scrape <https://fireemblem.gamepress.gg/> for all available heroes, stat variants, recommended skill builds, IVs, and more.
- Incorporates Scrapy-Splash to render and scrape JavaScript/AJAX loaded content.

gaja (Swift, Realm) – 1 person project

February 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.
- Utilizes Google Maps API, Google Places API, and Realm database to search, map, and store desired locations.

RoadTrippn (Swift, Python, Flask) – 4 person project for HackGT

October 2018

- Developed an iOS app with Flask backend to enhance user experience for finding nearby restaurants along the travel route
- Utilizes GoogleMaps and Yelp API to search and map desired locations.

Skills

Languages: C++ (*preferred*), Python, HTML, CSS, JavaScript, Java, Swift

Skills: Amazon Web Services (AWS), Git, Vue.js, Firebase, iOS Development, Bash/UNIX, Web Scraping, Scrapy, Splash

Hackathons: VandyHacks V, HackGT 5, CrimsonHacks 2018

Leadership

Vanderbilt League of Legends - President

Spring 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 – Executive Board Member, Board of Projects

Fall 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

Vanderbilt Commodore Orchestra – Section Leader

Fall 2017 – present

- Effectively led a group of 10+ musicians to collectively improve the group's technicalities.