

Jacob Park

SOFTWARE ENGINEER · COMPUTER SCIENCE MAJOR

☎ 949-293-1038 | ✉ soobinjjpark@gmail.com | 🏠 soobin.me | 📷 soobinjjpark | 🌐 soobinjjpark

Education

Vanderbilt University

B.S. IN COMPUTER SCIENCE

Nashville, TN

August, 2016 - Exp. May, 2020

Work Experience

Vanderbilt Institute of Software Integrated Systems

RESEARCH INTERN

Nashville, TN

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

UNDERGRADUATE RESEARCH ASSISTANT

Nashville, TN

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

HACKER

Web Application

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

HACKER

iOS Development

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

HACKER

Web Scraping

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

PRESIDENT, FORMER TREASURER

Vanderbilt University

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

BOARD OF PROJECTS

Vanderbilt University

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