



# Johnny Park

Full Stack Web Developer

Calgary, Alberta, T2G1H8, Canada

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## EDUCATION

**Carleton University** (Sep 2018 - Feb 2022)  
Bachelor of Science, Mathematics 11.1/12.0 (GPA: 3.9/4.0)

<https://carleton.ca/>

- Data Structures and Algorithms
- Data Visualization
- Web Development

## AWARDS

**Carleton uOttawa Collaborative Award** (Feb 2020)  
uOttawa Hackathon  
Awarded for project Hydr8: a straw that measures liquid consumption

**Dean's Honour List (2)** (May 2020)  
Carleton University  
Recognized for academic achievements

## LANGUAGES

**English**  
Native

**Korean**  
Native

I am a full stack web developer with 2+ years of experience providing high-impact web solutions for diverse industry organizations. Skilled in developing and testing multiple web-based applications incorporating a range of technologies. Aspiring to combine broad background with strong technical skills to excel as a web developer.

## WORK EXPERIENCE

**Nureva Inc.** (May 2021 - Present)  
Software Developer, Calgary AB

- Built large scale backend application using NodeJS
- Built two large scale frontend applications, one as a standalone application and other as a cloud-based application
- Experience in multi-platform, released products to both Windows and Mac
- Developed websites and web services using a variety Azure cloud technologies
- Updated various npm packages in order to keep the product secures and prevent vulnerabilities.
- Helped developers to establish a proper git branching strategy and merge policy in order to keep the commit history clean and readable.
- Performed code reviews on a daily basis for junior and senior developers to help teach people who were unfamiliar with the code domain and coding styles. Trusted to perform code reviews on code in other domains for others.
- Demoed in bi-weekly sprint reviews work I and others by presenting collaborative work the team has completed
- Worked in REST API and other API developments with tools such as Postman
- Worked closely with UX developers in planning and development stages to optimize velocity by discussing compromises on ideal designs that can be implemented faster and give a similar or the same desired output
- Worked on full stack application development including hardware communication protocols
- Performed full lifecycle application development in an agile scrum environment and used agile tools such as Jira
- Performed on unit testing, end-to-end testing, integration testing, and many other various testing methods
- Worked on devops such as modifying dockers, VM server loading, and azure pipeline test implementation

<https://www.nureva.com>

## SKILLS

Frontend Web Development

Expert

AngularHTML/SCSSElectronAdobe XDTypeScriptChrome Dev ToolsJasmine

Backend Development

Expert

NodeJSWinstonIPC MessaingPostmanC++TypeScript

Pipeline Management

Advanced

Azure PipelinesAzure DevopsYAMLSeleniumSpectronCypress

Data Visualization

Introductory

GrafanaAzure Data ServicesData Monitoring

INTERESTS

Video Games

- League of Legends
- Various rougelike games

Coffee/Tea

- Black Cold Brew
- Mocha Chai Latte

Outdoor Activities

- Bouldering
- Hiking

Artificial Intelligence

- Neural Networks
- GPT-3

REFERENCES

Michael Mariani

Software Development Manager,  
KOHO Financial

My former direct manager, helped me set up my career future and goals

✉ mmarani2014@gmail.com

Kenneth Chang

Sr. Partner Development Manager,  
AWS

Helped me fight through hard times during the covid-19 lockdown

✉ kpchang@gmail.com

SOFT SKILLS

Leadership

- Collaboration
- Communication

Creativity

- Critical Thinking
- Visual Thinking

Problem Solving

- Algorithms
- Data Structures

Organization Skills

- Enthusiasm
- Work Ethic
- Supervision

PROJECTS

Scrabble Game

(Jan 2020 - Apr 2020)

Game Development

- Built a gaming application that executed the rules and play board environment of a traditionally played board game
- Developed scrabble scoring algorithm that matches all edge cases
- Used tkinter, a python GUI library to develop a scrabble game
- Objective was to develop a AI that can calculate the winning probability of the game

🔗 <https://github.com/johnnypark777/Scrabble>

- Python
- Tkinter
- Game Development

Rock-Paper-Scissors Project

AI and Machine Learning

- Researched and implemented algorithms that would enable a computer to play a pseudo-random game against humans
- Used Scikit-learn, a python machine learning library to develop an AI that analyze the human player's hands and construct an algorithm that would generate a high winrate against the human player
- Collaborated and communicated with developers with different backgrounds in the project team

🔗 <https://github.com/johnnypark777/Rock-Paper-Scissors-Project>

- Scikit-learn
- Python
- Machine Learning

Hydr8 Project

(Feb 2020 - Present)

Arduino Programming

- Used arduino to make a bottle that measures the liquid consumption on the straw
- Received an award for best collaboration

🔗 <https://devpost.com/software/hydr8-8m9hn1>

- C
- Arduino
- Circuitry

Image Storage Project

(Apr 2020 - Present)

Web Development

- Built a image storage website when quickly needed to upload, transfer, and share images
- Used Jamstack, a newly developed javascript web architecture
- Reused the backend code from my personal website to handle API requests

🔗 <https://image.johnnypark.ca>

- Jamstack
- Javascript
- React
- Django

OTHER WORK EXPERIENCE

Teaching Assistant

(Aug 2020 - Dec 2020)

Carleton University

- Tested and graded student's assignments and exams
- Hosted a workshop to provide supplementary studying material
- Assisted student's tutorial work, and answered student's questions and concerns regarding the course (Systems programming)

Research Assistant

(Jul 2020 - May 2021)

Carleton University

- Used magma (computer algebra system) to compute minors of a given matrix basis of a subspace in order to find special cases where the dimension of two intersecting matrix subspace is distinctive
- Weekly meeting with the professor to discuss about progress