Johnny **Park**

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Education

Carleton University   *Ottawa, ON*
BSc in Computer science and mathematics Combined Honours (Fourth-year)   *Sep 2018 – Present*
GPA: 11.19/12.0

Experience

Nureva Inc   *NodeJS, AngularJS, C++, Typescript*
Software Developer   *Jul 2020 – May 2021*
- Develop websites and web services using a variety Azure cloud technologies
- Work on full stack application development including hardware communication protocols
- Perform full lifecycle application development in an agile scrum environment
- Perform on unit testing, end-to-end testing, integration testing, and many other various testing methods
- Work on devops such as modifying dockers, VM server loading, and azure pipeline test implmentation

Carleton University   *Magma, Computer algebra system*
Research Assistant   *Jul 2020 – May 2021*
- Used magma (computer algebra system) to compute minors of a given matrix basis of a subspace in order to find special cases wherethe dimension of two intersecting matrix subspace is distinctive
- Funded by I-CUREUS

Carleton University   *Systems Programming, C*
Teaching Assistant   *Sep 2020 – Apr 2021*
- 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).

Skills

Programming Languages: Typescript, NodeJS, AngularJS, C, C++, Python, Webdriver, Mocha, Jasmine, Docker
Electrical Experience: Arudino, Nucleo Board, Basic Circuitry
Organization/Communication: MS Word, MS Excel, MS PowerPoint, LaTeX, Technical Writing

Projects

Scrabble Game   *Python, tkinter*
Built a gaming application that executed the rules and play board envrionment of a traditionally
played board game   *https://github.com/Johnnypark99/Scrabble*

Five-in-a-Row App   *Android Studio (Java)*
Created an entirely voice-controlled gaming app that would be compatiable on the google home mini
interface   *https://devpost.com/Johnnypark99*

Rock-Paper-Scissors (RPS) project   *Python, Scikit-learn*
Researched and implemented algorithms that would enable a computer to play a pseudo-random   *https://github.com/Johnnypark99/Rock-*
game against humans   *Paper-Scissors-Project*

Awards

May 2018, May 2020	**Dean's Honour List (2)**, Recognised for academic achievements	*Carleton University*
Feb 2020	**Carleton uOttawa Collaborative Award**, Awarded for project Hydr8: a straw that measures liquid consumption	*uOttawa Hackathon*