**Jun (Chris) Pak**

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**Projects**

* Personal webpage: a place to keep track of my personal achievements and organize my future plans (HTML/CSS/MAMP; WordPress, Bootstrap)
* SmashTime: a web-app utilized by school-wide tournaments dedicated to optimizing tournament brackets by sending out text messages to players based on real-time queries (Languages: Python, Django, Node, Javascript, SQLite; Challonge, Twilio)

**Education**

University of California, Los Angeles

* Class of 2018 with Bachelor’s in Computer Science
* 3.22 GPA across core C.S. classes
* ACM Member and attender of Hack School, where Javascript and Node.js were taught to build a spell-check program

**Relevant Classes:**

* Computer Science 31: intro to C/C++, pointers, arrays, and linked lists
* Computer Science 32: algorithms and data structures, time/space complexity, recursion, polymorphism, sorting, binary search trees, and generic vs. object-oriented programming
* Computer Science 33: assembly language, operating systems, input/output programming, optimization, computer architecture, and multi-threading API
* Computer Science 35 Lab: open-source software tools, including text-editors (Vim/Emacs), languages (Python, Shell Script), version control (Git), and threaded programs (simple ray tracing)

**Work Experience**

UCLA Course Reader Solutions *- Content Editor, Sept. 2016 – present*

* Editing/proofreading course reader content to ensure quality of print and digital readers
* Obtaining copyright permissions and communicating with professors about their orders
* Taking records and inventory of items in the textbook office/department
* Managing the UCLA APS Database and assisting students and professors with reader details

**Awards and Acknowledgments**

The Melee Games Southern California Captain

* Facilitated communication and scheduling for regional joint tournaments with California universities such as UCSD, SDSU, UCSB, UCI, and USC
* Assisted in coordinating an intercollegiate tournament league for schools all across the United States (TMG), which was live-streamed on Twitch.tv in front of 1,500+ viewers