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* Python, C/C++, Java, Javascript, HTML/CSS, C#, bash

**Dev Tools**

**Languages**

* Git, Jira, RabbitMQ, API web services
* OAuth 2.0, TCP/IP, UDP, SSL/TLS

**Network/Security**

**Frameworks**

* Node.js, jQuery, AngularJS, Django, Flask, WAMP

**Skills**

**Work Experience**

**Projects**

**Systems Development Engineer Intern**

**Content Editor**

**IT Student Consultant**

* Assisted graduated students with AD, remote login, and network issues
* Managed Windows/Mac hardware and software installation for lab users
* Helped troubleshoot professors’ laptops before/during class presentations to ensure a smooth user experience
* Managed the digital database of 14,000 course readers and kept record of old/new requisitions
* Assisted walk-in requisitions from over 300 UCLA professors in a fast-paced work environment
* Contacted publishers such as Harvard Business and Penguin Random House for copyright permissions

UCLA Luskin IT

UCLA Course Readers

Jan. 2017 ~ Present

Sept. 2016 ~ Jan. 2017

Jun. 2017 ~ Sept. 2017

Workday

* Developed custom Slack applications integrating with public enterprise software APIs to improve internal user experience (Node.js, Python, RabbitMQ, mySQL)
* Built backend controllers for database manipulation & data sanitation of domains and IP addresses submitted by users in an MVC application (C#, ASP.NET, XML)
* Wrote wrapper classes and error handler for PagerDuty API to be utilized in an API Proxy (Java, Mulesoft ESB)
* Experience collaborating directly with network, systems, security, engineers and other software developers to quickly deploy applications

Dynamic calendar

Personal webpage

SmashTime

jpak1996@g.ucla.edu

* Interactive calendar for scheduling and planning events (HTML/CSS, jQuery, AngularJS)

[github.com/jpak1996](https://github.com/jpak1996)

[siftedmorrow.com](http://siftedmorrow.com/)

[linkedin.com/in/chris-pak](https://www.linkedin.com/in/chris-pak/)

818.521.7654

* Organizational tool for personal accomplishments and future goals (HTML/CSS, jQuery, AngularJS, Bootstrap; MAMP)
* Web-app utilized by school-wide gaming tournaments to send out text messages to players based on real-time queries (Python/Django/SQLite; Challonge, Twilio)

Chris Pak

UCLA Class of 2018