Justin J. Park

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EDUCATION

University of Virginia <div align="right">Charlottesville, VA</div>
BS in Computer Science, Minor in Applied Mathematics <div align="right">*Aug. 2022 – May 2025*</div>
Relevant Coursework:
Computer Science: AI, ML, Intro to Cybersecurity, Database Systems, Advanced Software Development, Data Structures & Algorithms, Computer Systems & Organization, Software Development Essentials, Discrete Math & Theory
Applied Math: Probability, Statistics, Complex Variable Applications, Ordinary & Partial Differential Equations

TECHNICAL SKILLS

Languages: Java, Python, C/C++, Javascript, SQL, Perl, Batch/Bash, x86-64 Assembly
Frameworks/Libraries: React, Node, Django, Tailwind, SFML, JUnit, Numpy, Pandas, Scikit
Technologies: Git, Linux, SQLite, PostgreSQL, MatLab, Microsoft Suite (Excel, SharePoint, PowerBI)

EXPERIENCE

Undergraduate Teaching Assistant <div align="right">Aug 2022 – Present</div>
University of Virginia <div align="right">*Charlottesville, VA*</div>
- Current TA for CS 2130: Computer Systems & Organization and APMA 3120: Statistics
- Hosted office hours and answered questions on Piazza regarding fundamentals of computer architecture and probability for around 10 hours per week
- Graded student work and exams, providing feedback for areas in need of improvement for over 500 students

Software Engineering Intern <div align="right">May 2024 – Aug 2024</div>
CACI <div align="right">*Ashburn, VA*</div>
- Automated onboarding process via batch scripting, centralizing software used and enhancing developer experience by reducing onboarding time from 1 week to under 20 minutes
- Revamped data analytics using Perl scripts to extract user and exception data, formatting over 10,000 lines of csv data at a time through regex into a postgres database
- Researched GenAI capabilities and development process within a closed environment, standardizing tools necessary for the development of an internal tool for developers

Software Development Intern <div align="right">May 2023 – Aug 2023</div>
CACI <div align="right">*Ashburn, VA*</div>
- Utilized Agile methodology to develop projects in five, two week sprints, with daily stand-ups to discuss progress and current tasks
- Created PowerBI dashboard that displays up-to-date data and analytics on projects within the Agile Solution Factory
- Aided the creation of a CI/CD pipeline for a community of practice utilizing SAP

LEADERSHIP & EXTRACURRICULARS

Vice President of Infrastructure <div align="right">Apr 2024 – Present</div>
theCourseForum <div align="right">*Charlottesville, VA*</div>
- Oversaw a group of roughly 30 developers, providing technical oversight and coordinating teams for task management
- Managed course-related data on local and production to be used by 18k+ monthly users
- Ensured smooth deployment of features, code reviews, and updates on documentation

Student Representative <div align="right">Aug 2022 – Present</div>
Charlottesville Symphony Society <div align="right">*Charlottesville, VA*</div>
- Supplied input regarding student opinion, complaints, and satisfaction in symphony
- Assisted in the creation of social events and activities and organized search for ushers needed in concerts

PROJECTS

Honor Site | *Python (Django), HTML, Git*
- Developed fullstack application utilizing the Django framework, with the frontend implemented using Bootstrap5
- Implemented Google login feature and AWS S3 storage of responses on website, creating unit, integration, and regression tests to ensure functionality of features

Deployable Games | *C++ (SFML), Git*
- Created models of games such as Checkers and Tetris utilizing the SFML library, leveraging object-oriented programming principles to create modular and maintainable codebases
- Designed and implemented game logic and mechanics, including rulesets, scoring systems, and win/loss conditions