

# Justin J. Park

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## EDUCATION

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

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

## EXPERIENCE

<b>Software Engineer</b> <i>Meta</i> • Facebook In-Feed Recommendations, working on infrastructure efficiency	Aug 2025 – Present Menlo Park, CA
<b>Undergraduate Teaching Assistant</b> <i>University of Virginia</i> • 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	Aug 2022 – Present Charlottesville, VA
<b>Software Engineering Intern</b> <i>CACI</i> • 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 • Assisted in creation of full stack internal tool for searching key project terms, filtering through over 800 pages of notes	May 2024 – Jan 2025 Ashburn, VA
<b>Software Development Intern</b> <i>CACI</i> • 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	May 2023 – Aug 2023 Ashburn, VA

## LEADERSHIP & EXTRACURRICULARS

<b>Vice President of Infrastructure</b> <i>theCourseForum</i> • 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	Apr 2024 – May 2025 Charlottesville, VA
<b>Student Representative</b> <i>Charlottesville Symphony Society</i> • Supplied input regarding student opinion, complaints, and satisfaction in symphony, and created social events and activities	Aug 2022 – May 2025 Charlottesville, VA

## PROJECTS

<b>Honor Site</b>   <i>Python (Django), HTML, Git</i> • 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	
<b>Deployable Games</b>   <i>C++ (SFML), Git</i> • 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	