

JUHUN PARK

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EDUCATION

George Mason University

Bachelor of Science in Computer Science

Expected May 2027

GPA: 4.0

Relevant Coursework: Data Structures, Low-level Programming, Computer Systems and Programm

Honors: \$20,000 Merit Scholarship Recipient

Teaching Assistant: CS 310 - Data Structures

EXPERIENCE

Google Developer Groups

Aug 2025 - Present

Lead Developer, George Mason University

Fairfax, VA

- Architected a course scheduler with Go and PostgreSQL to ingest and manage 10,000+ university course sections.
- Integrated backtracking algorithm to solve the constraint satisfaction problem, generating conflict-free timetables.
- Engineered a data pipeline using Python and GitHub Actions to automatically scrape course catalog with 99.9% accuracy.
- Scaled with RabbitMQ and Redis for asynchronous processing, supporting 100+ concurrent users without degradation.

Northwestern University

Jun 2025 - Aug 2025

Software Engineer Intern

Evanston, IL

- Built an alumni networking platform with SvelteKit and ASP.NET, serving 150 users with 99.9% uptime on Cloudflare.
- Designed a PostgreSQL schema, optimized indexes, SQL functions on Supabase achieving p99 sub-5ms query latency.
- Configured a multi-tier caching strategy using Cloudflare CDN and a Redis cache, offloading 95% of read requests.

PROJECTS

Copium.dev | [GitHub](#) | copium.dev

Go, TypeScript, SvelteKit, PostgreSQL, Algolia, GCP, AWS, Cloudflare

- Launched an internship management platform with SvelteKit and PostgreSQL, processing 2000+ weekly applications.
- Delivered an 80% reduction in query latency for BigQuery analytics by leveraging CQRS architecture.
- Migrated media storage to Cloudflare R2, architecting a zero-egress pipeline without incurring AWS data transfer fees.
- Implemented fault-tolerant compensating transactions for consistency across 3 data stores with automated retries.

Californian Temple | [GitHub](#) | calple.date

Go, Next.js, Firestore, Docker, GCP Cloud Run

- Deployed an event pipeline using GCP Pub/Sub to ingest disparate streams into a unified Firestore state model.
- Developed a Go microservice to consume event streams, merging data real-time to predict and identify schedule conflicts.
- Achieved sub-100ms latency for event synchronization by optimizing Firestore listener patterns & gRPC communication.

Sequential | [GitHub](#)

Golang, WebSockets, Docker, OCI (ARM64), Windows API (Shared Memory)

- Engineered a high-performance telemetry pipeline in Go to ingest real-time physics data from Assetto Corsa via DMA.
- Architected a concurrent distribution system with WebSockets & Go routines, achieving sub-10ms state synchronization.
- Optimized network efficiency with client-side batching and data aggregation, maintaining zero-cost operation costs.

TECHNICAL SKILLS

- Languages:** Python, TypeScript, JavaScript, Go, Java, SQL, C, C#
- Frameworks:** React, Node.js, Django, Flask, Next.js, SvelteKit, FastAPI, .NET, PostgreSQL
- Tools & Platforms:** Git, GCP, Vercel, Cloudflare, Pub/Sub, AWS, Linux, RabbitMQ, Docker, Redis, Kafka