

JUHUN PARK

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EDUCATION

Northern Virginia Community College

AS Computer Science, GPA: 3.9; Dean's List (All Semesters)

Annandale, VA

Expected May 2025

George Mason University

ADVANCE Student, BS Computer Science

Fairfax, VA

Expected May 2027

Relevant Courses: Problem Solving and Programming, Object Oriented Programming, Data Structures and Analysis of Algorithms

SKILLS

Languages: Python, Java, JavaScript, HTML, CSS

Frameworks: NumPy, Tensorflow, Keras, Pytorch, React, Node.js, FastAPI

Technologies: Git, LaTeX, VS Code, Eclipse

Certifications: CodePath Advanced Technical Interview Prep (June 2024 - Present), HackerRank Python Basic (2024)

PROJECTS

AI model build: | *HTML, CSS, JavaScript, Git*

2024

- Developed a — to — during free time for a previous job
- Published — to websites gaining 2K+ downloads and an average 4.5/5-star review
- Implemented continuous delivery using TravisCI to build the plugin upon new a release
- Utilized:

Hand Motion-Controlled Mouse | *Python, Flask, React, PostgreSQL, Docker*

June 2024 – August 2024

- Developed a motion-control system that utilizes the MediaPipe library to allow users to control the cursor using hand gestures
- Developed a full-stack web application using with Flask serving a REST API with React as the frontend
- Implemented GitHub OAuth to get data from user's repositories
- Developed a responsive frontend using HTML, CSS, and JavaScript, set up a SQLite database to store user data and preferences
- Utilized:

Portfolio Template Website | *HTML, CSS, JavaScript, Git* | **Demo:** [github](#)

April 2024 – May 2024

- Created a user-friendly and customizable portfolio template website using HTML, CSS, and JavaScript with two of my peers.
- Focused on responsive design to ensure optimal performance on desktops, tablets, and mobile devices.
- Deployed the project on GitHub and made it available for public use.
- Utilized: HTML, CSS, JavaScript

Tetris Clone Game | *Spigot API, Java, Maven, TravisCI, Git*

May 2023

- Developed a fully functional Tetris clone using Java and Java UI (Swing/JavaFX) during free time for my classmates.
- Published — to websites gaining 2K+ downloads and an average 4.5/5-star review
- Implemented classic Tetris gameplay mechanics including piece rotation, line clearing, and level progression.
- Added score tracking and high score saving functionality using PostgreSQL
- Utilized:

EXPERIENCE & ACTIVITIES

CodePath Interview Prep Course | *Intermediate Level*

May 2024 – August 2024

- Selected as one of 1000 participants nationwide for this 10-week professional development program for high-achieving diverse talent based on leadership potential and academic success.

Software Developer Student Club at Gimpo Highschool | *Club President*

August 2020 – March 2022

- Collaborated with peers in the development and presentation of an animated projection featuring real-time user facial and body motion tracking using python3 mediapipe library.