

Ji Ho Park

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EDUCATION

University of Alberta

Apr 2023

- Bachelor of Science Major in Computing Science with Minor in Economics

Relevant Courses: Software Engineering, Algorithms, Database, Games Artificial Intelligence, Search, Formal Systems and Logic

PERSONAL PROJECTS

[Ascension](#) | Rhythm Game

- Created using Unity Game Engine and utilized C# for the game scripts.
- Worked on the animation where different key presses would trigger different animations.

[Personal Portfolio](#) | Website

- Designed a personal website using Vite + ReactJS and TailwindCSS

[Spritz & Giggles](#) | Puzzle Game

- Created using Unity Game Engine and utilized C# for the game scripts.
- Learned how to implement UI system where clicking buttons would trigger different states of the game

[Spearmint](#) | Android Mobile Application

- Developed an interactive Android application that allows the user to publish or interact with other experimenters that includes statistics, geolocation functionality, and QR code.
- Utilized Java as a main source of building language along with Firebase in order to maintain database structure

WORK EXPERIENCE

Edmonton Valley Zoo

Jul 2018 – Aug 2019

Mechanical Ride Attendant

Edmonton, AB

- Operated and maintained the mechanical rides by going through safety procedures
- Communicated with other staff members at the zoo to ensure smooth operation of the rides

SKILLS

- Native level of proficiency in English and Korean
- Programming language skills: Python, Java, C#, JavaScript, HTML, CSS
- Tools: MongoDB, SQL, Firebase, Linux, Git, Github, Android, VSCode, UML

VOLUNTEER EXPERIENCE

University of Alberta

Sept 2022 – Dec 2022

Teaching Assistant (Korea 101)

- Helped students with language acquisition by providing guidance in speaking, listening, reading, and writing

- Communicated with students in small groups to help boost listening and speaking ability

University of Alberta

Jan 2018 – Apr 2018

Teaching Assistant (Korea 101)