

# Ji Ho Park

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## EDUCATION

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### 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

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### [Ascension](#) | Rhythm Game

- Created using Unity Game Engine
- Utilized C# for the game scripts.

### [Personal Portfolio](#) | Website

- Designed a personal website using Vite + ReactJS and TailwindCSS

### [Spritz & Giggles](#) | Puzzle Game

- Created using Unity Game Engine
- Utilized C# for the game scripts.

### [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

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### 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

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- 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

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### 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

