

Maximus H. Park

✉ maximushpark@gmail.com 📞 201-916-9745 🔗 <https://maximus-park.github.io/PersonalWebsite/>

TECHNICAL SKILLS

Languages: C#, Python, Javascript, HTML, CSS, C++, C

Frameworks: .NET, Django, React, Tailwind

Databases: MySQL, MSSQL, CosmosDB

Developer Tools: Git, Postman, VS Code, Visual Studio

Cloud: Azure, AWS, GCP

EXPERIENCE

Encora Technologies (formerly Sooryen Technologies)

Aug 2020 – Feb 2023

Software Engineer

C#, Python, .NET, React

- Implemented REST API endpoints on Azure function Blob triggers to process over 10,000+ Kafka messages per day
- Engineered database tables and optimized SQL scripts for better performance, increasing processing speed by 20%
- Elevated unit test code coverage to above 95% to ensure functionality and sustainability
- Created a NuGet package of logging system to be utilized by the whole team on 3 different projects

Sooryen Technologies

Jun 2020 – Aug 2020

Software Engineer

Python, Django

- Managed marketing data ETL pipelines for a top 500 e-commerce client, handling over \$50 million in ad spending from a variety of marketing APIs
- Enhanced Google Cloud Platform based infrastructure over 25 Python based ETL pipelines and BigQuery tables
- Led daily scrum calls with clients and supervised a team of 3 onshore/offshore developers using JIRA Agile methodologies

Sooryen Technologies

Dec 2019 – Jun 2020

Full Stack Intern

Python, HTML, CSS, Django

- Designed and created a survey web application with admin capabilities with customized frontend layout
- Added form creation using drag and drop question banks
- Hosted the application on an AWS EC2 instance with a SQL database
- Implemented Google OAuth to the web application for user authentication
- Utilized Jenkins and Bitbucket for seamless CI/CD and version control
- Applied agile practices using JIRA

PROJECTS

SnowCraft

Javascript

- Snowball fighting game written in JavaScript where you can play against bots, playable on my personal website
- Conducted rigorous testing and debugging to guarantee the game's functionality.

ModelS

C, C++, Javascript, HTML

- Engineered a comprehensive 3D software package for rasterization, ray-tracing and animation
- Collaborated with a teammate to enhance processing speed by 20%
- Applied various methods of generating model, including Pencil sketch, simulating the model as if drawn by pencil

EDUCATION

Carnegie Mellon University

Pittsburgh, PA

Bachelor of Science in Computer Science