

# Max Hyunmin Park

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

## TECHNICAL SKILLS

---

**Languages:** C#, Python, Javascript, C, C++, SQL, NoSQL, HTML, CSS

**Frameworks:** .NET, Django, React, Tailwind

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

**Cloud:** Azure, GCP

## EXPERIENCE

---

### Encora Inc.

Aug 2020 – Feb 2023

*Software Engineer*

*C#, .NET, React*

- Developed windows console application for Kafka message handling
- 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 for efficient project management

## PROJECTS

---

### SnowCraft

*Python, Javascript*

- Originally written in Python, transformed SnowCraft game to JavaScript, ensuring successful integration on the website
- Conducted rigorous testing and debugging to guarantee the game's flawless 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*