

# ERIC PARK



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GitHub

[github.com/minericpark](https://github.com/minericpark)



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## TECHNICAL SKILLS

### Languages:

Java, C/C++, Javascript, MySQL, NoSQL (Cassandra), HTML/CSS

### Frameworks:

Spring Boot, Swagger/OpenAPI, React.js, Node.js, Express, jQuery, Maven, JUnit, JavaFX, Cucumber, Apache Ant, Unity

### Development Tools:

Docker, Kubernetes, Jenkins, GCP, Git, Postman, DBeaver, Jira

### Experience with:

RESTful APIs, Agile SCRUM development, pair programming, code review, unit testing, regression testing, automation testing

## ACADEMIC AWARDS

### Dean's Honours List

(Fall '19—Summer '20, Fall '18)  
Award given to students with a CGPA above 80

## INTERESTS

### Urban and Hip Hop Dancer

Avid choreography director and team dancer for competitions

## WORK EXPERIENCE

### SOFTWARE DEVELOPER | COOP

SEP 2020 – Present

#### NCR Corporation

NCR Corporation is an American fintech company that provides financial software and services to banks, retailers and small businesses.

- Implemented and tested organization and branch maintenance microservices for a financial transaction web application that is being pitched to American and Canadian banks
- Development done with a team of 10 in an Agile SCRUM/SAFe environment

### PROJECT INTERN | INTERNSHIP

JAN 2018 – AUG 2018

#### Molla Games

Molla Games is a video game startup that develops bright and colourful Android/iOS and PC minigames for all audiences.

- Developed mobile game "*Color Jiggle*" with team in an Agile SCRUM work environment
- Created and tested multiple levels by writing JSON data
- Designed UI and graphical components of PC game "*Dango Plop*"

## PROJECTS

### SVG Modifier Web App

APRIL 2020

- Constructed a full stack client-server web application that provides modification tools for a SVG file
- Client front-end written in HTML, CSS and Javascript
- Server code implemented using Javascript with Node.js, Express, jQuery and AJAX frameworks to call a parsing API in response to requests
- Parsing API developed from ground up using C

### *Dungeons and Dragons 1<sup>st</sup> Edition Dungeon Generator*

DEC 2019

- Built a Java program that generates a text-based *Dungeons and Dragons* level
- Implemented storage and modification of NPC and monster data utilizing MySQL
- Designed GUI using JavaFX and CSS, and created text generation components and GUI navigation using Java classes
- Wrote 20+ unit tests utilizing JUnit framework

### [minericpark.github.io](https://minericpark.github.io)

JUN 2018

- Developed personal website using HTML5 and CSS
- Deployed onto personal GitHub domain

## EDUCATION

### UNIVERSITY OF GUELPH

#### Bachelor of Computing, Software Engineering (Co-op)

SEP 2018 – Present

- 88 CGPA since Fall '19
- Graduating in 2023