

ERIC PARK



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TECHNICAL SKILLS

Languages:

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

Frameworks:

Spring Boot, Swagger/OpenAPI, React, 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 – DEC 2020

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
- Provided several demos of personally built endpoints to product owners, architects and developers
- Collaborated constantly and consistently with a team of 10 in a SAFe SCRUM Agile environment

PROJECT INTERN | INTERNSHIP

JAN 2018 – AUG 2018

Molla Games

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

- Developed mobile game "*Color Jiggle*" with team in a SCRUM Agile work environment
- Created and tested multiple levels by writing JSON data

PROJECTS

Personal Portfolio Website

JAN 2020

- Designed and developed personal website with Javascript (React)
- Implemented several animation and aesthetic features using various React libraries and frameworks including Material UI
- Back-end parses repository data provided by a GitHub REST API call into components to display recently updated 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 1st 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 and navigation using JavaFX

EDUCATION

UNIVERSITY OF GUELPH

Bachelor of Computing, Software Engineering (Co-op)

SEP 2018 – Present (MAY 2023)

- 3.7 CGPA since Fall '19