

# Tae Eun (Michelle) Park

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## EDUCATION

**University of California, Berkeley** | GPA: 3.90

**Expected Graduation: May 2025**

*Bachelor of Science in Electrical Engineering and Computer Science*

- Relevant Coursework: Structure & Interpretation of Computer Programs, Data Structures, Computer Architecture, Discrete Mathematics and Probability Theory, Designing Information Devices & Systems

**Arnold O. Beckman High School** | UW GPA: 4.00 & W GPA: 4.75

- Honors: AP Scholar with Distinction, Engineering Senior Medallion Recipient, Tru Blu Award Recipient (4x)

## EXPERIENCES

### **Open Heart Kitchen**

**Berkeley, CA**

*Contract Developer*

*May 2023 - Present*

- Designing a full stack web application to manage employee work shifts
- Developing a dashboard, admin access model, and auto-assign shift algorithm for employees using React
- Building a MySQL and Express.js backend for data fetching, sorting, and editing functionalities

### **HKN: Eta Kappa Nu**

**Berkeley, CA**

*Student Relations Officer*

*Jan 2023 - Present*

- Part of UC Berkeley's honor society for Electrical Engineering & Computer Science (EECS) as the top quarter of the junior class
- Hosting social events for 3.5K EECS students through post-exam gift bags and arts + crafts activities

### **FAST: Fashion And Student Trends (Marketing Services)**

**Berkeley, CA**

*Website Manager*

*May 2023- Present*

- In charge of FAST's social media to portray an array of styles among the Berkeley community
- Constructing a website that aligns with FAST values of inclusivity and boasts designs made by students

### **SWE: Society of Women Engineers**

**Berkeley, CA**

*Social Media Officer*

*May 2023 - Present*

- Creating Canva + Figma designs for SWE's Instagram to publicize support for women in STEM
- Participating in the secretary department to promote events through monthly podcast episodes

### **"Build Your Own World" (BYOW)**

**Berkeley, CA**

*Software Developer*

*Dec 2022 - May 2023*

- Designed a 2D tile-based engine in Java through tile rendering
- Incorporated a Heads-Up Display describing the position of the avatar as it moved around the screen
- Generated a unique world based on a pseudorandom seed from user input

### **VEX Competition Robotics**

**Irvine, CA**

*Senior Mentor*

*May 2020 - Dec 2021*

- Tested various types of metal, pneumatics and sensors to build a collaborative product
- Worked with CAD files and CNC routers to create custom polycarb pieces and optimize prototype design
- Qualified for the World Championships 4x to showcase our team's documentation process

## PROJECTS

### **Personal Website | HTML, CSS, React.js | July 2023 - Nov 2023**

- Translated a custom-made Figma mock-up design to a personal website
- Made components for different sections of the website using React

### **To-Do List | JS, CSS, EJS, MongoDB | May 2023 - Aug 2023**

- Connected Mongoose database to a to-do list to keep track of items efficiently
- Applied embedded JS templating for simplistic syntax and quick development time
- Utilized Express.js as a backend framework to relate database to user control

### **Keeper App | Javascript, HTML/CSS, React.js | May 2023 - Aug 2023**

- Remade a version of a notes-taking app following a post-it design for the UI
- Built an interactive functionality with React.js for the user to add, write, and delete notes
- Iterated through different versions from static text boxes to rendering notes as separate components

## SKILLS/INTERESTS

- Web Development (HTML, CSS, JS), Object-Oriented Programming (Java & Python), Databases (MySQL & MongoDB), UI/UX Design