

Min Sang Mike Park

Computer Science | University of British Columbia | Grad. May 2018

SKILLS

Languages: JavaScript (ES6+) • Java • Python • C • C++ • Go • Racket
Web Dev: HTML5 • CSS3 • Node.js • Ruby on Rails • React.js • Polymer • jQuery
Other: PostgreSQL • git • React Native • Proficient in Korean

CONTACT

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EXPERIENCE

MOZILLA

FIREFOX ENGINEERING INTERN

May 2017 -

- Worked on Firefox DevTools using JavaScript and React/Redux.
- Developed a CSS shapes highlighter that allows web developers to see, create, and directly edit arbitrary CSS shapes on a page using Firefox DevTools.
- Ported existing Firefox DevTools features to use React/Redux.

CA TECHNOLOGIES

PERFORMANCE INTERN

Sep 2016 - Dec 2016

- In Node.js and PostgreSQL, developed an API and web app to store, analyze, and display performance test results for CA Technologies products.
- The API consumes raw performance test data and produces test summaries, graphs, and comparisons to previous tests.
- Was fully responsible for the design and implementation of all aspects of the database, API, and web app, and worked closely with the performance testing team to ensure that all necessary features were included.

MOVE, INC.

CO-OP WEB DEVELOPER

May 2016 - Aug 2016

- Using Ruby on Rails and Node.js, worked on realtor.com's Local pages, which provide housing market and education info for every locale in the USA.
- Worked full-stack to implement features such as market trends comparison, neighborhood tagging, and integration with realtor.com's community forum.
- Migrated existing features to use new internal APIs.

UNIVERSITY OF BRITISH COLUMBIA

UNDERGRADUATE TEACHING ASSISTANT

Sep 2014 - April 2016

- Worked as teaching assistant for CPSC 110: Computations, Programs, and Programming, CPSC 210: Software Construction, and CPSC 213: Introduction to Computer Systems.
- Led students in weekly lab activities and held office hours to answer student questions, answered students' questions online, and graded course material.

EDUCATION

UNIVERSITY OF BRITISH COLUMBIA

BA IN COMPUTER SCIENCE

Expected May 2018 | Vancouver, BC

UBC Dean's Honour List

Cumul. GPA: 4.0 | Major GPA: 4.33

UNIVERSITY TRANSITION PROGRAM

Grad. June 2013 | Vancouver, BC

Intensive program facilitating early entrance into university by condensing 5 years of high school into 2

PROJECTS

FLYWEB

JAVASCRIPT, NODE.JS, EXPRESS, RASPBERRY PI, UNIX SHELL

Jan 2017 - Apr 2017

- Worked on an experimental web technology by Mozilla that allows devices in a local network to communicate with each other with no server and minimal setup
- Created FlyPi, a FlyWeb app that allows users to setup and connect to a Raspberry Pi via SSH and VNC completely headlessly, removing the need to connect displays and input devices to use the device

BOUNCE

REACT NATIVE, IOS, NODE.JS, EXPRESS, JAVASCRIPT

Feb 2016

- With three other developers, created a location-based social network where you can "bounce" posts to spread them geographically and increase the area it can be viewed in, so that posts literally spread virally across the globe
- Developed and designed an iOS app using React Native, including user interface, communication with the server, creating, viewing, bouncing, and displaying information about posts
- Developed in 24 hours at nwHacks 2016

PARKINGPAL

RUBY ON RAILS, JAVASCRIPT, HTML5, CSS3, BOOTSTRAP, POSTGRESQL

Sep 2015 - Dec 2015

- Created a RESTful web app to search for parking meters in Vancouver using a variety of filters and search terms, mark them as broken or occupied, and keep track of where you parked and for how long
- Responsible for implementing the front end logic, designing the user interface, and creating a RESTful API to communicate with the back end
- Worked closely with team in an Agile environment for application and database design, and assisted in implementation of server-side logic and database

TGT.HR

NODE.JS, SOCKET.IO, JAVASCRIPT, HTML5, CSS3, JQUERY, YOUTUBE API

Oct 2015

- Along with four other developers, created a web app that allows users to watch YouTube videos simultaneously and in-sync with each other, vote on what to watch next, and chat with others watching the video
- Responsible for implementing client logic and interface, including communicating with the server, handling responses, managing and displaying video queue, and submitting and voting for videos
- Developed in 24 hours at DubHacks 2015, 2nd place winner of Best Overall Use of Microsoft Tech

NODECG FOR SMASH

NODE.JS, JAVASCRIPT, HTML5, CSS3, JQUERY, POLYMER, CHALLENGE API

Jul 2015 - Present

- Designed and developed extensions, dashboards, and dynamic graphics for use in controlling live graphics for *Super Smash Bros.* tournament livestreams
- Created dynamically updated graphics using HTML5 and CSS3, with logic implemented using JavaScript and jQuery
- Successfully used in real-world livestream production scenarios locally and across North America

PICKAPLACEFOR.US

JAVA, SOCKET.IO, NODE.JS, ANDROID, YELP API, GOOGLE PLACES API

Mar 2015

- App to help groups decide where to eat through a series of votes, developed in 48 hours at nwHacks 2015
- Designed and developed client app for Android, including communication with the server and user interface for voting, searching and adding new venues, and creating/joining groups