

Noah Park

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EDUCATION

Johns Hopkins University (Bachelor of Science, Computer Science) Expected May 2025
Baltimore, MD

- Current GPA: 3.80 of 4.00, Major GPA: 3.86 of 4.00, Dean's List
- Relevant Courses: Computer Networks, Parallel Computing, Full-Stack JavaScript (React/NestJS), Algorithms, Computer Systems (C/C++/x86 Assembly), Data Structures, Intermediate Programming (C/C++), Java

WORK EXPERIENCE

Shure Incorporated May 2023 - September 2023, May 2024 - Present
Niles, IL
Automated Test Engineering Software Intern

- Spearheaded the overhaul of the Automated Test Department's data management website, transitioning to a **Typescript** and **Angular** frontend with **PHP** backend. Redesigned the API to connect over 20 **Microsoft SQL Server** internal databases, and the authentication system with industry security practices
- Delivered critical bug fixes, process optimizations, and multithreaded enhancements in **C#** for the Automated Test Department's **.NET** application that processes Visual Basic test code verifying the functionality of Shure's audio products and its printed circuit boards
- Configured software on testing racks to synchronize more than 100 racks across the department's 7 branches
- Analyzed and deployed solutions with operators and associates of Shure's manufacturing facilities in Suzhou, China and Juarez, Mexico to improve user experience of testing tools for non-English speaking users

PROJECTS

Quest2Learn (AR Programmer) May 2022 - January 2023

- Built interactive science labs in an AR setting through **Unity3D**, **Vuforia**, and **C#**
- Led the AR development team of 7 members and assigned tasks to teammates for a brief time to get a lab project done before its deadline to be tested at lab courses under the Chinese University of Hong Kong
- Prepared a written progress report for a presentation to Johns Hopkins staff Anton Dahbura
- Project featured on The Johns Hopkins News-Letter and awarded \$50,000 through the Hopkins Digital Education and Learning Technology Award

Ethernet Router (Class Project) March 2024 - April 2024

- Created a router in C that handled IP and ARP packets in the form of ethernet frames, through Linux commands
- Ensured robust and error-free packet processing with a supplementary ARP packet cache manager

Multi-Threaded Chat Server (Class Project) April 2023 - May 2023

- Engineered a command-line based messaging server in C++ using POSIX threads and concurrency concepts such as thread synchronization
- Conducted rigorous testing to ensure no data races of transactions in the networking implementation

Chess Game (Class Project) April 2022 - May 2022

- Developed a text-based chess game in C++ with 2 fellow classmates
- Implemented object-oriented concepts onto chess pieces to enforce rules and game-ending scenarios

Texture Synthesizer (Class Project) March 2022

- Produced a program using C with 2 fellow classmates. Synthesizer takes in an image and outputs a larger image by expanding on detected textures
- Utilized file I/O, manual memory management, pointer arithmetic, and other low-level programming concepts

SKILLS

- Angular, C, C++, C#, Git (GitHub, TortoiseGit), HTML/CSS, Java, Linux, PHP, SQL, TypeScript, Unity3D