

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 (TCP/IP), Parallel Computing, Full-Stack JavaScript (React/NestJS), Algorithms, Computer Systems (C/C++/x86 Assembly), Data Structures, Intermediate Programming (C/C++)

WORK EXPERIENCE

Shure Incorporated May 2024 - September 2024
Niles, IL

Software Engineering Intern, Automated Test

- Spearheaded the overhaul of the Automated Test Department's data management website, transitioning the codebase to a **Typescript** and **Angular** frontend with **PHP** backend
- Redesigned the API and authentication system connecting the website to over 20 **Microsoft SQL Server** internal databases, doubling access speeds with fewer query requests and improving security with **JSON Web Tokens**
- Configured testing software as part of efforts to standardize over 100 racks across the department's 7 branches

Shure Incorporated May 2023 - September 2023
Niles, IL

Software Engineering Intern, Automated Test

- Delivered critical bug fixes, process optimizations, and multithreaded enhancements in **C#** for the Automated Test Department's **.NET** application to provide operators who use the software to verify the functionality of Shure's audio products with a more streamlined and productive experience
- Analyzed and deployed solutions with 5 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

Johns Hopkins Department of Computer Science August 2024 - Present
Baltimore, MD

Course Assistant

- Performed the duties of a course assistant consisting of office hour hosting and assessment feedback, for the Parallel Computing for Data Science graduate course, working under department head Randal Burns

PROJECTS

Quest2Learn (AR Programmer) May 2022 - January 2023

- Built interactive labs in an AR setting through **Unity3D**, **Vuforia**, and **C#** to complement natural sciences courses
- Led the AR development team of 7 members and assigned tasks to teammates for a brief time in preparation for a collaboration with the Chinese University of Hong Kong to introduce students to the team's latest interactive lab
- Featured on The Johns Hopkins News-Letter and awarded \$50,000 through the Hopkins Digital Education and Learning Technology Award

Ethernet Router 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 April 2023 - May 2023

- Engineered a command-line based messaging server in **C++** using POSIX threads and concurrency concepts such as thread synchronization
- Conducted automated rigorous testing to ensure no data races of transactions and resiliency to handle over hundred users sending messages simultaneously

Chess Game 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

SKILLS

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