

# Noah Park

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## EDUCATION

**Johns Hopkins University** (Bachelor of Science, Computer Science)

Expected May 2025

- Current GPA: 3.80 of 4.00, Major GPA: 3.86 of 4.00, Dean's List Baltimore, MD
- 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

*Software Engineering Intern, Automated Test*

Niles, IL

- 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

*Software Engineering Intern, Automated Test*

Niles, IL

- 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

## 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

**Texture Synthesizer**

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, Python, SQL, TypeScript, Unity