

# Noah Park

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## EDUCATION

**Johns Hopkins University** (Master of Science in Engineering, Computer Science) Expected May 2026  
Baltimore, MD

- Relevant Courses: Compilers and Interpreters, Computer Vision, Object-Oriented Software Engineering, Software-Defined Networks

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

- Current GPA: 3.78 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*

- Assisted in the Parallel Computing for Data Science course, covering parallelism across levels of hardware, by hosting office hours for over 50 students and refining the curriculum under department head Randal Burns

## PROJECTS

**Quest2Learn** 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 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

## SKILLS

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