Noah Park

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EDUCATION

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

- Current GPA: 3.73 of 4.00, Major GPA: 3.82 of 4.00, Dean's List Baltimore, MD
- Relevant Courses: Parallel Computing for Data Science, Full-Stack JavaScript, Algorithms, Computer Systems (C/C++/x86 Assembly), Data Structures, Intermediate Programming (C/C++), Java

WORK EXPERIENCE

Shure Incorporated May 2023 - September 2023

Automated Test Engineering Software Intern Niles, IL

- Delivered critical bug fixes, process optimizations, and multithreaded enhancements in **C#** for the Automated Testing Department's **.NET** application that processes Visual Basic test code verifying the functionality of our audio products and its printed circuit boards
- Spearheaded the rewrite and overhaul of the department's data management website, from **PHP** to **Angular** and **TypeScript**, as well as reconstructing the API that connects to our >20 **Microsoft SQL Server** databases
- Collaborated with operators and associates at the manufacturing facilities in Suzhou, China and Juarez, Mexico to improve the 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 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
- About Quest2Learn, Commentated Walkthrough of the Spectrophotometry Lab

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 the networking implementation does not incur data races of transactions

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, pointers, pointer arithmetic, and other low-level programming concepts

CooplBot1000 (Solo Project) August 2020 - February 2021

- Created an instant messaging moderator tool with mini-games for social platform Discord using **JavaScript**
- Expanded on features and usability through feedback from a community of over 100 members

SKILLS

- Angular, C, C++, C#, English (Native), Git (GitHub, TortoiseGit), Google Workspace, HTML/CSS, Java, Jira, Linux, Microsoft Office, Photoshop, PHP, SQL, TypeScript, Unity3D