




Jieung Park

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<https://github.com/parkje0623> 

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<https://jieung-portfolio.web.app/> 

Technical Skills

Languages

- C, C#, Python, HTML/CSS/JavaScript, SQL

Software

- **Development Tool:** Visual Studio Code, Unity, Android Studio, IntelliJ – Idea, Node.js
- **Project Management:** GitHub, Slack
- **Database:** SQL Server, PostgreSQL
- **Operating System:** Windows, Linux Ubuntu, Android

Transferable Skills

- Organizational skills developed through organizing tasks to participate in volunteers while managing coursework
- Communication and teamwork skills acquired from co-op opportunity and working on group projects at SFU
- Self-motivation to continuously adapt to dynamic environments at workplace and develop new skills by creating personal projects

Work Experience

Innofoods Inc., Langley, Canada (Co-op)

Jan – Dec 2022

Programmer, System Analyst (Part-Time)

Dec 2022 – Aug 2023

- Implemented and analyzed existing PostgreSQL queries to create custom dashboards and reports
- Participated in designing, developing, and testing Odoo (OpenERP) modules
- Took a role in upgrading existing Odoo 10.0 ERP system to version 15.0
- Developed process automation to send custom reports and retrieve information from email attachments
- Enlarged problem-solving and adaptability skills by identifying issues, devising effective strategies, and adapting to requirements within a dynamic work environment

Technical Project


Frenzy Quiz (Quiz Platform)


Jun – Aug 2023


Web Server-Side Development, SFU

- Developed an interactive quiz platform prioritizing user experience, resulting in an intuitive and engaging platform for both host and players
- Leveraged React JS for front-end, Firebase Authentication, Socket.io for real-time communication, and PostgreSQL for database management
- Employed an agile development approach, iterating on features and functionalities based on feedback and testing results
- Created detail documentation outlining project features, ensuring understanding of project objective and requirements

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Pattern Matrix

Feb - Apr 2023

Embedded Systems, SFU

- Developed a game utilizing BeagleBone and Zen Cape, showing embedded systems programming and hardware integration
- Implemented functionalities such as joystick control, clock display, keypad interaction using C to demonstrate strong programming skills
- Identified and addressed bugs within the game, demonstrating problem-solving abilities and troubleshooting application
- Leveraged external resources to enhance project functionality, showcasing resourcefulness and adaptability in project development

Stock Market Prediction

Oct - Dec 2021

Computational Data Science, SFU

- Developed a stock trend prediction analysis program using Python to write an analysis report
- Implemented machine & deep learning models provided by Python modules to forecast the future stock market trends
- Enhanced communication skills by cooperating with the team of 3
- Improved organization skills from gathering resources for the analysis
- Wrote an analysis report to provide understanding of the program built by organizing the programming processes and outputs

Personal Projects

Zombie Survival

Dec 2020

Unity 3D FPS Game

Link: <https://jieung.itch.io/zombiesurvival>

- Developed C# skills to create movements of a player and other objects
- Applied conditions on animations to only play if conditions are met
- Implemented properties of Physics class in Unity to allow gun shooting and hit objects
- Created deadlines for myself to enhance time management skills throughout the project

Education

Simon Fraser University

2017 - Dec 2023

Bachelor of Science, Computing Science

- CGPA of 3.25/4.33 for Computing Science
- Dean's Honour Roll for Spring 2021

Interest

- Playing and watching soccer
- Video games: League of Legends, Valorant