Junho Park

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EDUCATION

Northwestern University
Evanston, IL

B.A. Computer Science
Sep 2021 – Jun 2024

GPA: 3.85/4.0 | Dean's List
Coursework: Data Structures and Algorithms, Database Systems, Scalable Software Architecture
Skills: Python, JavaScript, C/C++, HTML, CSS, R, Git, Node.js, React.js, MongoDB, AWS, SQL, Pandas

Carnegie Mellon University
Pittsburgh, PA

Completed First Year of B.S. in Statistics & Machine Learning
Aug 2020 – May 2021

GPA: 3.83/4.0 | Dean's List, with Honors | Transferred to Northwestern University

EXPERIENCE

Software Engineer Intern
New York, NY

Kinetik Healthcare Solutions
Jun 2023 - Aug 2023

- Developed a full-stack trip-scheduling feature using React and Node.js that pulls trip data from MongoDB
- Designed a scalable backend system in JavaScript using AWS Lambda for a new trip broker integration, handling trip state webhook events every 3 seconds for 500+ concurrent trips
- Created REST API routes for trip broker revenue and profit/loss data, supporting 10,000+ queries per month
- Refactored front-end code of trip-scheduler to implement RTK Query, reducing page load time by 35%

Software Engineer Intern
Seoul, Korea

SparkLabs
Jun 2022 - Aug 2022

- Built a Venture Capital AI using Python and Pandas to analyze startup growth and predict fund outputs
- Utilized regression analysis and machine learning to develop models that predict startup performance
- Programmed a Python script that scrapes data for 600+ startups from Venture Capital analysis websites

Search Engine Optimization Intern
Seoul, Korea

Clarins Cosmetics
Jun 2021 - Aug 2021

- Inputted meta data across 200+ pages into search engine databases, increasing search traffic by 20%
- Consolidated daily sales reports in Excel by updating retailer-specific details and outlining financial metrics
- Managed 800 shipping orders from 11 online retailers and 39 stores to a point-of-sales system each day

PROJECTS

ScoreStory (Python, Flask)
May 2024

- Constructed an application transforming sports statistics into engaging narratives using language models
- Assembled a Flask-based front-end framework designed to enhance user interaction and input handling
- Engineered a robust system architecture, leveraging API fetching, prompt engineering, and OpenAI

NBA Simulator (Python)
May 2023

- Created an NBA game app with dynamic player movements and adjustable basketball actions
- Deployed API to fetch game data to calculate player ratings and tendencies for enhanced gameplay

Spicy Color Memes (Python)
Apr 2021

- Led a team at CMU's hackathon to utilize web scraping and Python Imaging Library to dynamically generate context-specific memes based on user input
- Distinguished as winners for 'Best Code Structure' amongst 70 teams, highlighting code modularity