Seojin Park

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EDUCATION

University of California San Diego

September 2024 - June 2026

GPA: 3.85

Pursuing a Bachelors in Computer Science

San Diego Miramar College August 2022 - May 2024

Associate degree of Science for transfer, Computer Science

GPA: 4.0

Honors Student, Associated Student Government Senator, Engineering Club officer

WORK EXPERIENCE

Software Engineer Intern / Argus West Investigations

January 2025 - Present

- Streamlined REST API endpoints, implemented CRUD functionality, and managed database migrations using Django to support the SPEAR project, improving backend efficiency and scalability
- Collaborated in refactoring in backend code and wrote Unit Tests to improve maintainability and reduce execution time

Software Engineer - AI Trainer / Alignerr

October 2024 - Present

- Annotated and labeled 300+ datasets, ensuring high-quality training data to boost AI model accuracy
- Reviewed, analyzed, and debugged 200+ AI-generated code snippets, identifying logical errors and providing corrective feedback to refine AI-driven development tools
- Collaborated with AI engineers to improve model performance by 20%, identifying patterns in mislabeled or ambiguous data

Full-Stack Developer / CSES

September 2024 - Present

- Built 20+ dynamic components and pages for a React Native mobile app Triton Spend, an app for tracking finances
- Integrated Google Authentication for secure user login and Node.js APIs to handle transactions and data processing
- Used AWS for backend services and managed PostgreSOL as the database, ensuring scalability and efficient data storage
- Followed CI/CD Pipeline, utilizing GitHub Actions for automated testing and deployment

Software Development Intern / Falkor

July 2024 - September 2024

- Designed over 50+ reusable React Native components for a full-stack social media application, enhancing UI consistency and user engagement
- Integrated over 100+ Diango REST APIs, ensuring low-latency data retrieval and seamless client-server communication
- Implemented lazy loading, pagination, and optimized API calls, reduced load time on frontend by 30%

Software Test Engineer Intern / Sun Tech

June 2021 - August 2021

- Conducted 600+ firmware tests on company products, automating Unit and Integration testing for reliability
- Identified and documented software and hardware defects using JIRA, facilitating efficient issue tracking and resolution

Machine Learning Intern / STEM-Away

October 2020 - August 2021

- Built a basic recommendation system using Pandas and Jupyter Notebook, applying data analysis techniques to personalize user suggestions and improve user engagement
- Scraped, cleaned, and structured web data using **BeautifulSoup**, enhancing dataset quality for machine learning experiments

PROJECTS

Discord Clone May 2024 - July 2024

- Implemented React, Node.js, and WebSockets for real-time messaging, ensuring seamless and instant communication
- Enhanced server performance by 30% using rate limiting, database indexing, and connection pooling
- Created a scalable MySQL database schema to manage users, channels, and messages efficiently

Jet Fighter Game

October 2023 - December 2023

- Programmed a 2-player jet fighter game using Java GUIs, leveraging OOP to create modular and maintainable code
- Boosted game performance by 40% using multithreading, efficiently managing gameplay mechanics and player interactions in separate threads to minimize lag and optimize responsiveness

TECHNICAL SKILLS

Relevant Coursework: Advanced Data Structures, Sys Prog and Software Tools, Design & Analysis of Algorithms Languages: C++, C, Java, Python, JavaScript, Typescript, Assembly MIPS, SQL

Libraries and Frameworks: ReactJS, React Native, Django, Node.js, Express.js, Angular, PostgreSQL, MySQL

Tools: Git, Github, Jira, Docker, Postman, Bit Bucket, AWS