Seojin Park

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EDUCATION

University of California San Diego   **2024 - Current**
- Pursuing a Bachelors in Computer Science

San Diego Miramar College   **2022 - 2024**
Associate degree of Science for transfer, Computer Science   Cumulative GPA: 4.0
- Honors Student, Associated Student Government Senator, Engineering Club officer
- Relevant Coursework: Honors Intermediate Java Programming, Discrete Mathematics, Intro to Linear Algebra, C/C++ Programming, Computer Org and Assembly Lang, Calculus 1,2,3, Physics Mechanics, Physics Electricity and Magnetism, Data Structures, Discrete Mathematics for Computer Science

WORK EXPERIENCE

Falkor / Software Development Intern   July 2024 - August 2024
- Used React Native and Django to develop a mobile full-stack social media app with the software team.
- Integrated 50+ Django REST APIs from the backend to collect data and ensured fast runtime with clean code
- Created multiple high-quality components that are reusable throughout the app development process.

Sun Tech / Test Engineering Intern   June 2021 - August 2021
- Worked as a test engineer and ran 600+ firmware tests on company devices and products.
- Wrote JIRA tickets to the software/hardware team about errors and constantly updated firmware to test again.

STEM-Away / Machine Learning Intern   October 2020 - August 2021
- Created a basic recommender system with a team of ML students using SKLearn and Python.
- Utilized Pandas and Jupyter Notebook to perform data analysis and clean data.

PROJECTS

Discord Clone   May 2024 - July 2024
- Created a full-stack real-time chat app that resembles Discord, utilizing React, Typescript, Node.js, and MySQL.
- Implemented secure real-time chat rooms with Web Sockets, using rate limiting to reduce network traffic.

Get Home Safe Device - HARD Hack 2024   April 2024
- Utilized OpenCV with Python to create a device/program to detect attackers in the dark.
- Used EMG sensors to detect muscle movement and allow the user to call for help by clenching their fist twice.

Pomodoro Website   February 2024 - March 2024
- A full-stack Pomodoro website that lets users set timers for focusing and breaks and see their total time spent on the website.
- Used React.js, TypeScript, and CSS for front-end development, MySQL, Node.js, and Express.js for the backend.

Jet Fighter Game   October 2023 - December 2023
- Implemented Java GUIs and object-oriented programming to create a 2 player jet fighter game.
- enhanced game performance with multithreading, managing gameplay and player interaction in separate threads.

TECHNICAL SKILLS

Languages: C++, C, Java, Python, JavaScript, Typescript, Assembly MIPS, MySQL, CSS
Libraries and Frameworks: ReactJS, React Native, Django, Node.js, Express.js,
Tools: Git, Github, Jira, Docker, Postman