

SCOTT PARK

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EDUCATION

UNIVERSITY OF CALIFORNIA, LOS ANGELES

Bachelor of Science, Computer Science

Los Angeles, CA

June 2025

- GPA: 3.7 | Technical Breadth Minor in Linguistics

- **Relevant Courses:** Data Structures & Complex Algorithms, Software Engineering, Artificial Intelligence, Software Construction, Operating Systems, Computer Networks, Computer Graphics, Programming Languages, Linear Algebra.

TECHNICAL EXPERIENCE

Universal Music Group Global Technology

Los Angeles, CA

Systems Engineer

Sep 2025 - Present

- Manages incident lifecycle for user-reported issues in ServiceNow; resolves 85% of tickets within SLA restrictions (prev. 60%)
- Built a pipeline using Office Scripts, SharePoint REST, and migration manifests to convert legacy Google URLs to new target.

IT Collaboration Engineer Intern | Full Stack Developer & Software IT Technician

May 2025 - Aug 2025

- Developed a full-stack data hierarchy management platform to visualize complex organizational structures from Excel files.
- Automated an aggregation report with Power BI & Query to analyze the data migration process between cloud storage platforms.
- Led a development plan for our incident management platform, ServiceNow: built a site to centralize onboarding resources and prototyped an improved technical support form after heuristic analysis & user interviews.

UCLA Radio

Los Angeles, CA

Software Development Director | Product Manager & Lead Developer

May 2023 - May 2025

- Devised quarterly development projects, coordinating roles among sub-departmental groups (Frontend, Backend, UI/UX), and establishing iterative sprints under an *agile* & flexible product management style .
- Led a team of developers to execute a React Native streaming application for effortless access to UCLA Radio on-air content. Implemented dynamic audio management with continuous background play, secured through livestream API endpoints.

PROJECTS

Media Tree - A File System Data Visualization Tool

Aug. 2025

FullStack Developer

Python (Flask) · pandas · React · Material-UI · Docker · Gunicorn · Axios

- Built a full-stack file management system with intelligent caching that reduces processing time from 5-10 minutes to < 10 second for subsequent loads, featuring hierarchical data visualization for multi-level Microsoft Excel hierarchy data.
- Implemented hash-based duplicate detection and persistent cache management using pickle serialization.

Todogotchi - A Gameified Productivity Tool

Dec. 2024

Frontend Developer, UI/UX Designer, Scrum Master

Javascript · React · HTML · CSS · MERN Stack · Figma

- Wireframed the web application with Figma and utilized Adobe Software to illustrate & design necessary vector components.
- Created components with React.js (to-do list, weather, pets system) using robust application design patterns for maintainability.

DESIGN

UCLA Student Affairs

Los Angeles, CA

Graphic Designer & Illustrator

May 2023 - June 2025

- Part-time paid designer and illustrator for various official UCLA events & social media pages.
- Leads quarterly workshops to teach fundamentals of Adobe Illustrator, Photoshop, and Procreate to new hires and coworkers.
- Illustrated Studio Ghibili Collaboration graphics with ProCreate for UCLA Dining. Posted on the @uclahousing instagram of 26.6k followers and was the highest performing design post on the account

Student Alumni Association - Event-Based Leadership Organization

Los Angeles, CA

Creative Media Designer - Media Marketing Committee

Sept. 2022 – Present

- Utilizes Adobe Suite, Blender, and ProCreate to craft engaging marketing content for social media campaigns.
- Led marketing campaign for the Beat 'SC Rally, a UCLA event with 2,000+ attendees.

ADDITIONAL

Coding Languages: C, C++, C#, Python, HTML/CSS, Java, JavaScript/TypeScript, SQL, Bash/Shell, OCaml, Swift.

Technologies: React.js, React Native, Node.js, Three.js, MongoDB, Unity, Blender 3D Modeling, Git, Figma, Adobe Suite, Microsoft [Power BI, Power Query, Azure Management, Power Apps & Automate], ServiceNow, Docker.

Achievements:

- **12th Annual ASUCLA T-Shirt Contest Winner** (among 114 submissions) Dec. 2024
- **1st Place in Student Game Developers Alliance Showcase** (team competition, videogame called UC Love) Jan. 2023
- **Temecula's Annual Chalk and Street Festival Winner** Dec. 2020