

STEPHEN PARK

BSA COMPUTER SCIENCE | 2017

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EDUCATION

The University of Texas at Austin

B.S.A. Computer Science

Business Foundations Program (BFP) Certificate

2013 - 2017 | 3.10 GPA

Relevant Coursework

Data Structures, Algorithms & Complexity

Discrete Mathematics, Linear Algebra

Probability & Statistics

Computer Architecture, Operating Systems

PHP & SQL, Compilers

Computer Networks, Wireless Networks

Computational Brain

SKILLS

Languages

JavaScript (ES6), Python, C++, HTML5, CSS3, SQL, JQuery, PHP, Bash

Frameworks / Libraries

React, Node.js, Express, Vue, Angular (2+), Axios, D3.js

Technologies

Git, Linux, Windows, Heroku, AWS, PostgreSQL, MySQL

PROJECTS

Auction Website (HTML, CSS, PHP, MySQL)

Class project aimed to simulate a real client website design workflow, with simulated client interaction and feedback in between sprints. Front end was built using HTML and CSS. Back end was built using MySQL and PHP. Website was hosted on a university Apache server. Users were able to create accounts, bid on auctions, create auctions, and a payment model was mocked up in place. Inputs were sanitized, HTTPS was enforced, and security measures were implemented against XSS vulnerabilities, SQL injections, and malicious binary image data execution. Website is currently deployed on Heroku.

React Auction Web Application (HTML, CSS, JavaScript, React, Node.js, Axios, Express, PostgreSQL)

Refactored my LAMP stack auction website using a more modern tech stack and designed to operate as a single page application. React was the framework used for the front end, Axios used in middleware to make HTTP requests from the front-end client to the front-facing API created using Postgres to allow user interaction with the back-end database. Node/Express/PostgreSQL were used to build the back end. Website is currently deployed on Heroku.

Incremental Game (HTML, CSS, JavaScript, Angular(2+), Node.js, Express)

JavaScript-based game created to be played in browser based on the same mechanics as the currently trending "idle" games found in web apps and mobile apps. Instead of opting for traditional back-end storage, I have decided to use localStorage to allow for persistent data storage without significant overhead.

Pascal Compiler (C)

Project for Compilers class. Compiles a subset of the Pascal codebase. Implemented part of a lexical analyzer, parser, and code generator. Several tools were utilized: YACC/Bison and Lex.

Discord Bot (Python)

Created a python-based bot that interacts with users in a discord group. The bot periodically makes an API call to a REST API, parses the JSON data, and allows users to make queries on that data. Additionally, the bot also has other commands that users can call. The bot is hosted on my RaspberryPi.

Please check my github and codepen for other projects.