

**Michael Park**  
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## Profile

Software developer with a B.S. in computer science as well as experience in technical writing and interacting with customers. Comfortable with the following:

- HTML, CSS, JavaScript
  - jQuery
  - Angular.js
  - React
  - Node.js
  - Express.js
  - PostgreSQL
  - MongoDB
  - Bootstrap, Materialize.css and Material-UI
  - Electron
  - TDD with Mocha, Chai, and Supertest
  - OOP
  - Data structures and algorithms
  - Pair programming
  - Git, Github
  - Johnny-Five
  - C, C++, C#
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## Education

**Galvanize | Seattle WA** | Certificate, Web Development

**University of Washington | Seattle, WA** | M.A., Music

**University of Ottawa | Ottawa, Canada** | B.S., Computer Science

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Select Projects (see portfolio: [thatmichaelpark.github.io](https://thatmichaelpark.github.io))

### Fractal Jigsaw Puzzle

- A jigsaw puzzle made of smaller jigsaw puzzles made of smaller jigsaw puzzles; built using HTML Canvas, JavaScript

### Gadgetina

- A music keyboard/MIDI controller based on the Wicki-Hayden key layout; built using P8X32A microcontroller, custom printed circuit boards, custom enclosure

### Sphinx

- Self-hosted compiler for the Parallax P8X32A Propeller microcontroller.
  - Awarded 3rd place in the Propeller Design Contest 2009-2010
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## Experience

### **Full-Stack Web Development Fellow**

#### **Galvanize | Seattle, WA | 2016**

- Developed a jigsaw puzzle with moving edges. Built using React, Node, Express, PostgreSQL. Companion editor built with Angular and Electron.
- Developed a multi-user drum machine. This was a group project. We used React and Socket.io for the front end, Node, Express, and PostgreSQL for the back end. I was responsible for the drum machine operation and the chat functionality.
- Developed a family tree database with graphical front end. This was a group project. I wrote the family tree drawing routine. Node/Express/PostgreSQL back end serving EJS pages.
- Developed a sliding-tile puzzle using JQuery-UI drag-and-drop and the Flickr API.
- Developed a multi-player tank game with 3D wireframe graphics and analog controls. I wrote the graphics and networking code using HTML canvas and Socket.io.
- (All the above projects can be seen at [thatmichaelpark.github.io](http://thatmichaelpark.github.io).)

### **Owner/Manager**

#### **Renton Computers | Renton, WA | 2014 - 2016**

- Owned and managed a computer repair store.
- Developed web-based point-of-sale and ticket-tracking software for in-store use.

### **Various | Seattle, WA | 2011 - 2013**

- Served as Secretary on HOA. Regularly updated website with new content; improved communications with homeowners.
- Tutored math and computers as a volunteer at the Big-Brained Superheroes Club (after-school program).
- Spent a lot of time at a makerspace/hackerspace; worked on projects; ran meetups; tutored electronics and programming.

### **Technical Writer**

#### **CTL2 | Seattle, WA | 2010**

- Wrote training material for a proprietary programming language, electronics testing, and car sales.
- Created GUI for CTL2's e-learning system.

### **Programmer Writer**

#### **Microsoft | Redmond, WA | 1998 - 2009**

- Created and maintained documentation and code samples for Visual C++ team.
- Developed a program to help convert C# code samples to Managed C++.