

THEO PARK

West Lafayette, Indiana

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EDUCATION

Purdue University | West Lafayette, IN

Aug 2021 – May 2025

B.S. in Computer Science Honors

GPA: 3.9 / 4.0

B.A. in Philosophy

Dean's List and Semester Honors

Fall 2021 - Present

- Achieved semester and overall GPA of 3.5 or higher

COURSEWORK

- | | | | |
|--------------------------------|---------------------------|---------------------------------|------------------|
| • Data Structures & Algorithms | • Competitive Programming | • C Programming | • Linear Algebra |
| • Computer Architecture | • Discrete Math | • Objected-Oriented Programming | |

EXPERIENCE

Instructor

Aug 2022 – Present

Purdue University Department of Computer Science

West Lafayette, IN

- Taught Git, terminal and shell, and other fundamental CS tools to 800+ computer science and data science freshmen in **CS19300 [Tools]**.
- Coordinated course materials and structure, including 700+ class slides.
- Oversaw hiring process and management of 30+ TAs as a team of 4 lecturers.

Course Content Developer

May 2022 – Aug 2022

Purdue University Department of Computer Science

West Lafayette, IN

- Utilized JUnit framework to develop assignments, auto-grading programs, and code documentations for Java Object-Oriented Programming class.
- Collaborated as a team of 5 over Git, participated in QA, and communicated over weekly meetings.

Undergraduate Teaching Assistant

Jan 2022 – Aug 2022

Purdue University Department of Computer Science

West Lafayette, IN

- Assisted students in **CS18000 [Problem Solving and Object-Oriented Programming]**, an introductory Java OOP class for computer science and data science students.
- Led weekly labs, held office hours, and answered student questions on Campuswire (an online student forum).
- Participated in weekly assignments QA and reported errors before releasing to students.
- Personally recognized for achieving third highest reputation score on Campuswire in the history of the course.

PROJECTS

My Desktop Environment [🔗](#) | Lua, Shell Script, Python

Jun 2022 – Aug 2022

- Built a Linux window manager environment integrating system information, hardware settings, and other applications to a dynamic tiling window manager.
- Utilized Lua and AwesomeWM framework to write GUI windows layout and appearance.
- Wrote Bash and Python scripts to control and display hardware and OS settings.

EXTRACURRICULAR

CS Undergraduate Student Board (USB) [🔗](#)

Feb 2022 – Present

Initiative Lead

- Worked toward improving CS and DS student experiences and inclusivity through different initiatives.

TECHNICAL SKILLS

Programming Languages: Java, C, Lua, POSIX shell scripting, HTML & CSS, Vimscript, Lisp, Python

Developer Tools: Vim, Emacs

Technologies/Frameworks: UNIX shells (Bash, Zsh), Git, LaTeX