

Tim Park

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Portfolio: <http://timparkaportfolio.s3-website.us-east-2.amazonaws.com/>

SOFTWARE ENGINEERING EXPERIENCE

Zip Code Wilmington, Delaware

February 2023 – May 2023

Projects

Campfire (Web application for video streaming)

- Full stack web application that uses Angular 15 in Typescript and Spring Boot Java, to implement create, read, write, and delete functionalities for the videos and comments metadata stored in MongoDB Atlas, a cloud-based NoSQL database
- Imported usage of secure user authentication using Google's OAuth2 protocol for registering, logging in and out for users, allowing for the saving of user data in session storage to remember users' logins and authentications
- Utilized Docker Compose to containerize the application, improving modularity of deployment and automating the process
- Leveraged Amazon S3 Buckets for securing data storage and retrieval for the mp3 and mp4 files of 100 MB

Off-Meta (Full Stack Web application for League of Legends)

- Spring Boot Java in backend hosted on Amazon EC2, using Riot Games API to store data to create a RESTful API that can be used to retrieve, store, and use game data for personalized data
- Angular 15 in frontend application hosted on Amazon S3 buckets for the general UI layout for the backend logic
- Enhanced data persistence and retrieval using Spring Boot Java and Mongo Atlas
- Leveraged RESTful API best practices structuring server requests and responses with Data Transfer Object modeling, producing a high cohesive handling of user data and domain objects

Casino Project

- Created a casino application where a user can choose between playing the six distinctive games including Blackjack, Roulette, Slot Machine, Klondike, Chuck-a-Luck, and Rock-Paper-Scissors
- Collaborated with a team of five using Agile Scrum methodology, which utilizes a kanban board to split and point tasks based off difficulty and have teammates come together to complete individual tasks
- Used open-closed and dependency inversion principles implementing interfaces to avoid reliance on redundant code throughout the project
- Added an account balance system managed and maintained throughout the six games, where the user has access to the account profile to manage a betting system, writing user choices for bet amounts and account deposits into a .txt file
- The game is built in Java using scanners and the console for user interaction, where users type in their choices for what game they wish to play, the bets they would like to place, and for account management functionalities

TECHNICAL SKILLS

Programming Languages / Frameworks: Java, SpringBoot, Angular, JavaScript, Tailwind CSS
Additional: MongoDB, SQL, Git, Amazon S3, Amazon EC2

WORK EXPERIENCE

Samsung Repair Technician

August 2021 – August 2022

Pharmacy Technician

September 2017 – May 2021

Restaurant Server

May 2016 – March 2017