Hero Park

Computer Science Student

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Education

Brown University *Providence, RI*

A.B. in Computer Science *Fall 2017 - Spring 2021*

3.8 GPA

Skills

Languages Python, C, C#, Java, HTML/CSS, JavaScript

Technologies Microsoft Azure, .NET Framework, MEAN stack, Git, Agile/Scrum

Conceptual OOP, Functional Programming, Operating Systems, Test-Driven Development, Web-Dev

Experience

Citrix Systems *Boston, MA*

Software Engineer Intern *Summer 2020*

- Conserved disk creation time in Citrix Studio by 35%.
- Boosted test coverage of internal Citrix libraries by 97% through unit and integration tests in NUnit.
- Pair programming on customer bug reports, consisting of identifying the bug to testing and implementing the fix.
- Drove the design of single resource group upload on Microsoft Azure.

University of California *Los Angeles, CA*

Undergraduate Research Assistant *Summer 2018*

- Automated collection of PCR test data using a Python script, massively increasing lab efficiency.
- Designed and implemented a pattern-matching algorithm for DNA sequences.
- Analyzed lab results and presented them to an audience of 25 members, including the principal investigator.

Brown School of Professional Studies *Providence, RI*

Student Software Developer *Fall 2017*

- Introduced a web app, the Virtual Patient Viewer, using Angular.js and MySQL.
- Communicated with professors extensively to receive input on features, bugs, and possible improvements.
- Automated the process of creating an internal record for a student in PoSH.

Projects

Tau Reconstruction

- Created and trained a neural network with ReLU activation and dropout to predict masses of particles using data provided by the European Organization for Nuclear Research (CERN).
- Swarmed on designing and implementing various machine learning models with a team of four members.
- Worked on a poster and presented results as a team to CERN, Professor Daniel Ritchie, and CS147.
- Accepted for presentation at the New York Academy of Sciences.

myMovieList

- Deployed product which allows users to create lists of movies, share them, and rate movies to get movie recommendations in 3 months.
- Coordinated team on design and implementation of the product, identified key tasks, and delegated for a team of four.
- Spearheaded an extensive back-end API in Java to process movie data for the UI.

RI Maps

- CLI tool and web app using HTML5 Canvas, Javascript, a Java backend, and MySQL.
- Extensive object-oriented design which helped overcome throttling and saved time on key loading aspects.
- Pair programming task which required merging of separate data structures and code bases.

Other Projects

Shell, Malloc, Virtual File System, Threads Library