

Young Woong Park

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EDUCATION	CARNEGIE MELLON UNIVERSITY Pittsburgh, PA	
	Master of Science in Electrical and Computer Engineering	December 2014
	Bachelor of Science in Electrical and Computer Engineering	December 2013
	Minor in Computer Science	
	Overall GPA: 3.92/4.00 <i>Graduating in Four and a Half Years with M.S. Degree</i>	
RELEVANT COURSES	Embedded Real-Time Systems Fundamental Data Structures and Algorithms Noisy Signal Representation and Processing	Embedded Systems Design Computer Graphics Information Warfare
SKILLS	Programming Languages: C/Objective-C/C++/C#, Java, Assembly, OpenGL, Verilog, Ruby Applications: Eclipse, MATLAB, Microsoft Office, Microsoft Visual Studio, Vim, Xcode Operating Systems: Windows XP/Vista/7, Mac OS X, Red Hat Linux, UNIX	
WORK EXPERIENCE	Amazon Corporate LLC Seattle, WA	
	Software Development Engineer Intern	May 2011 - August 2011
	<ul style="list-style-type: none">Worked for Shelfari team in Kindle & Books Tech department.Worked on optimizing Shelfari.com for mobile touch devices, mainly with C# and ASP.NET framework.	
	Amazon Corporate LLC Seattle, WA	
	Software Development Engineer Intern	May 2010 - August 2010
	<ul style="list-style-type: none">Worked for SmallParts team in Industrial & Scientific department.Worked on generating feed for Amazon's Google advertisement program, promotions widget, and multiple images support in product detail page for SmallParts.com, mainly with Java, Apache Struts, and Spring framework.	
PROJECTS	De-Mole-Lish!, Student Project (2chuck)	
	July 2010 - Present	
	<ul style="list-style-type: none">Developing an enhanced version of Whack-a-Mole game that runs on iOS 4 in a team of five students.Improving open source game engine and adding contents of the game with Objective-C and OpenGL.	
	Four Lokomotion, Embedded Systems Design	
	May 2011	
	<ul style="list-style-type: none">Implemented a rotating gaming device with four screens in a team of four students.Implemented a Tetris game that runs on the device. Game on each screen can communicate with games on other screens via central microcontroller.	
	Real-Time Operating System, Embedded Real-Time Systems	
	November 2010	
	<ul style="list-style-type: none">Implemented a real-time kernel that allows tasks to run on Gumstix Verdex Pro board with ARM assembly language and C in a team of three students.Implemented SWI and IRQ handlers, context switcher, mutexes with highest locker priority protocol, rate-monotonic task scheduling algorithm, and UB admission test.	
AWARDS	Dean's List, Carnegie Institute of Technology: Spring/Fall 2009, Fall 2010, Spring 2011	