

Michael Park

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Professional Skills

- **Languages:** C++ (OpenGL), C, Java, HTML, CSS, Javascript (React)
- **Software/Tools:** Visual Studio 2017, Unreal Engine 4, IntelliJ, PhpStorm, Unity, Eclipse, IBM Watson
- **Platforms:** Windows OS (XP, 7, 10), Linux (Ubuntu, RedHat Enterprise), Unix

Education

The University of Western Ontario

Fall 2014 - Spring 2019

B.Sc. Honors Specialization in Computer Science with Minor in Game Development

- Participated in a 12-month, full-time work term as a web developer through Science Internship Program **2017**
- **TD Scholarship in Computer Science** **2015**
- **Western Scholarship of Excellence** (Entrance avg. **min 90%**) **2014**
- Undergraduate Coursework: Operating System, Data Structures & Algorithms, Discrete Mathematics, Computer Architecture, Software Engineering, Network, Artificial Intelligence, Graphics, Game Development

Experience

Web Development Intern

3M Canada Company

Fall 2017 - Fall 2018

- Developed and maintain new 3M Canada websites using IBM WCM, Oracle EM, Eloqua, and ReactJS
- Involved in more than 12 projects including custom product selector applications, AI chatbot and many more
- Implemented Agile methodology to work in a fast paced work environment

VP Tech/Web Developer

Developers' Foundation

Summer 2016 - Fall 2017

- Founding member of the company; developed websites for school affiliated clubs and international NPOs
- Mentored new members to learn and gain web experiences such HTML, CSS, and JS
- Opened new chapters through connections at Queen's University and University of Toronto

Projects

- **Hearing Protection Product Selector - 3M Canada Company** **Winter 2018**
 - First custom product selector component built using React JS by 3M Canada
 - **Language/Implementation:** HTML, CSS, JS (React/Redux), Rest API
 - Working application that is responsive and works on all device type <http://3m.ca/hearing#noiseReduction>
- **Maze Shooter (Game)** (Hack Western) **Fall 2016**
 - Third Person Shooter game; concept based on the movie *Maze Runner* and general shooting game
 - **First Time** Solo hackathon project/game developed
 - Learned everything from scratch and built in 36 hours
 - Gained Unreal Engine 4 and game development knowledge
- **Personal Web Portfolio** **Summer 2016**
 - Web project including personal side projects
 - Gained website development knowledge such as HTML, CSS and JS
 - Upto 500~1000 unique visitors visit the site every month
- **Fyt (Fitbit desktop app)** **Spring 2016**
 - Desktop application for fitbit, showing daily/weekly data of user's status
 - **Language/Implementation:** Java, Fitbit API, Twitter API
 - **IDE/etc:** IntelliJ, Maven, Jira, BitBucket, NetBeans