Jiho Park

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PERSONAL PROJECTS

Personal Portfolio | Website   **May 2024**
- Designed a personal website using Vite + ReactJS and TailwindCSS
- Launched the website through Vercel

Ascension | Rhythm Game   **April 2024**
- Developed through Unity Game Engine and utilized C# for the game scripts
- Worked on the animation where different key presses would trigger different animations.

Spritz & Giggles | Puzzle Game   **January 2024**
- Created using Unity Game Engine and used C# for the scripts to make the game functional
- Learned how to implement UI system where clicking buttons would trigger different states of the game

Spearmint | Android Mobile Application   **Feb 2021 - Apr 2021**
- Developed an interactive Android application that allows the user to publish or interact with other experimenters that includes statistics, geolocation functionality, and QR code.
- Utilized Java as a main source of building language along with Firebase in order to maintain database structure
- Worked with JUnit for unit testing to assure intended functionality of the application

EDUCATION

University of Alberta   **Apr 2023**
- Bachelor of Science
  - Major in Computing Science with Minor in Economics

WORK EXPERIENCE

Meota General Store   **Summer 2022, May 2023 - Present**
Manager   *Meota, SK*

- Communicated with other businesses, and local suppliers to ensure the lowest prices possible
- Managed inventory by ordering new products, and overseeing trends in sales to optimize the best selling products

TECHNICAL SKILLS

- Programming languages: Python, Java, C#, JavaScript, HTML, CSS, TailwindCSS, React, SQL
- Tools: Visual Studio, Android Studio, Git, Github, Unity, Trello