

Young-Jin Park (박영진)

<https://youngjin.io>

Github: [yjp20](#)

youngjinpark20@gmail.com

yjp20@berkeley.edu

(+1) 510-529-8498

Education

- **University of California, Berkeley (BA Computer Science)** Berkeley, CA
Major GPA: 3.9, Expected Graduation: Spring 2023 *Aug. 2020 – Present*
 - **Relevant Coursework:** Discrete Mathematics and Probability Theory, Efficient Algorithms and Intractable Problems, Operating Systems and Systems Programming, Introduction to Embedded Systems, Optimization Models in Engineering
- **Recurse Center** New York City, NY
Mini-batch participant *Dec. 2021 – Jan. 2022*

Skills

- **Competitive Programming (Algorithms and Datastructures):** First in ICPC Pacific West JV regionals. Rated 1900+ on Codeforces. Ranked 70 in Google Kick Start. Received 63 out of 6000 students in the USACO Open.
- **Frontend and Design:** Highly competent in CSS and JS. Extensive experience with web frameworks like Svelte, React, Vue. Solid understanding of design principles and typography.
- **Programming Languages:** Golang, Svelte, React, Node.js, Python, Scala, Java, SQL, C++, Bash
- **Languages:** English (native), Korean (native), Mandarin (conversational)

Experience

- **SLICE Lab** Berkeley, CA
Research Assistant *Sep. 2022 - Present*
 - **Hardware Verification:** Worked on simcommand, a monadic embedded-DSL in Scala for high-performance hardware verification of CHISEL-based circuits.
 - **Technical Writing:** Created documentation and specifications of the embedded-DSL language
- **HiTiT Inc.** Seoul, South Korea
Software Engineer *Jun. 2020 - Mar. 2021*
 - **React:** Maintained and developed static landing pages, dynamic consumer-facing and management web applications to manage point-of-sale devices.
 - **Svelte:** Migrated parts of the codebase to svelte for greater maintainability and speed.
 - **Agile:** Participated in agile scrims and related activities such as creating user stories, running retros, etc.

Projects (<https://youngjin.io>)

- **straw (Golang):** General purpose programming language with a functioning interpreter and a less-than-functioning optimizing compiler. <https://github.com/yjp20/turtle/tree/master/straw>
- **orpheus (Golang, Svelte):** Self-hosted discord music bot with an ergonomic web frontend. Concurrent programming through CSP. <https://github.com/yjp20/orpheus>
- **briefscss (Sass, CSS):** Custom CSS skeleton for my projects. <https://github.com/yjp20/briefscss>
- **matrix-vis (Svelte):** Visualization of matrix transformations as linear maps and animated decompositions, which I used to better understand linear algebra material from EECS 16B. <https://youngjin.io/matrixvis>
- **journal (Svelte, Sveltekit, Golang):** Full stack todo-ish app with other weird features for my personal workflow. <https://journal.youngjin.io>
- **picks-theorem (Javascript):** Visualization of picks theorem triangulations. <https://youngjin.io/picks>

Leadership and Awards

- **CS 170 Final Project:** Developed an algorithm that received first out of a class of 770 students for the final project using Ant Colony Optimization for an NP-hard optimization problem.
- **CS 61A Cats Contest:** Developed an algorithm that ranked 2nd out of a class of 2000 students for an extra credit contest on creating the best autocorrect algorithm.
- **CS 70 Academic Intern:** Worked with students to answer questions and build deep intuitions about course material and homework.
- **Competitive Coding @ Berkeley:** Officer at CC@B, arranged contests and infrastructure for the DeCal (student led course) on competitive programming.