HAJIN PARK

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EDUCATION

Bachelor of Science Computer Science — University of California, San Diego

GPA: 3.7

WORK EXPERIENCE

Software Engineer Intern | Intuit

June 2025 - September 2025

Expected: June 2026

- Developed a multi-agent system with LangGraph/LangChain and RAG to automate integration test case and code generation from product requirement documents, reducing test coverage creation time from 2-4 months to under a week
- Enabled money movement testing capabilities in production environments by integrating third-party bank vendor REST APIs into internal developer testing tools, allowing 100+ product development teams to test in production on demand

Instructional Assistant | University of California

August 2023 - August 2024

- Assisted Calculus and Physics courses with 120+ undergraduate students by guiding problem sets during lecture and discussion sessions and holding weekly office hours, increasing student engagement and test scores
- Applied formal training from a semester-long course integrating education theory, teaching, and practice to create engaging learning environments across three semesters

Web Development Intern | Merced Senior Citizens, Inc.

June 2023 - August 2023

- Programmed and deployed a user-facing website using React.js, Tailwind CSS, and Firebase while achieving an annual upkeep cost of \$12 for a community of 500+ active members
- Created a content management admin dashboard interface with user authentication to update a Firebase NoSQL database, enabling non-technical staff members to independently manage site content including images and text

RESEARCH EXPERIENCE

- Implemented bug fixes and new features for the lab's software system, a deep learning and computer vision-based application used by 15,000+ active users, following formal CI/CD and code review procedures
- Migrated data pipes and data loaders from TensorFlow to PyTorch and performed benchmarks on model training and inference pipelines, achieving over 20% model training time performance improvements

Software Research Fellow | Google ExploreCSR Program

November 2022 - May 2024

- Worked with faculty and students across three universities to study computational research, exploring applications of computer vision models (object detection, gesture recognition, pose estimation) in instructional settings
- Led a team of four undergraduates to develop a research poster and full-stack application on hand pose-estimation, presented at the 2023 UC STEM T3PN Conference and 2023 Greater Minds in STEM Conference

PROJECTS

basedmathgame.com | React Web Application

January 2024 - Present

- React.js application deployed on Firebase Google Cloud Platform styled with shaden UI and Tailwind CSS, offering speed-drill quiz games to practice base conversions and boasting 5 daily users at its peak.
- Used Agentic AI code assist tools (Augment Code, Claude) to implement user authentication, live multiplayer matches, performance tracking, and a global leader board with OAuth, NoSQL databases, and web sockets.

Spotify Translator | Python Package — CLI Tool

March 2024 - Present

• Building a lyric translation/transcription tool publicly available on the PyPi python package platform using the Spotify Web API, OpenAI's Whisper Speech Recognition model, and Meta's Demucs Music Source Separation model

INTERESTS

Valorant (Top 600 North America), Bouldering/Top Roping, Guitar/Ukulele/Classical Piano, Track and Field/Cross Country

TECHNICAL SKILLS

Languages — Python, JavaScript, C, C++, Java, Rust, Go, PostgreSQL, HTML, CSS, LaTeX

Technologies — Agile/Scrum, Jira, Git, React.js, SQL, NoSQL, FastAPI, Flask, Node.js, Firebase, Agents, PyTorch

Relevant Coursework — Data Structures and Algorithms, Software Engineering, AI: Probabilistic Models, Machine Learning Algorithms, Networked Systems, Recommender Systems and Data Mining, Database System Principles, Operating Systems Principles, Compiler Construction, Computer Organization and Assembly