HAJIN PARK

(858) 784-1153 • hajin1819@gmail.com • github.com/hajin-park • linkedin.com/in/hajinpark • hajinpark.com

EDUCATION

Bachelor of Science Computer Science — University of California, San Diego E Relevant Coursework — Introduction to Artificial Intelligence, Networked Systems, Programming Language Design, Theory of Computation, Computer Organization and Assembly, Algorithm Design and Analysis, Advanced Data Structures

Expected: June 2026

GPA: 3.80/4.00

TECHNICAL SKILLS

Languages — Python, C, C++, R, Java, Lua, PostgreSQL, JavaScript, HTML, CSS, LaTeX, MIPS Assembly Technologies — Git, Firebase, PyTorch, OpenCV, Flask, SQL, NoSQL, Node.js, React.js, Android Studio, Agile

WORK EXPERIENCE

Instructional Assistant | University of California, Merced

August 2023 - August 2024

- Assisted Calculus 1 and Physics 1 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
- Received formal training through a semester-long course integrating education theory, teaching, and practice to enable effective learning in a university setting

Web Development Intern | Merced Senior Citizens, Inc.

June 2023 - August 2023

- Programmed 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
- Designed and implemented an admin dashboard interface with user authentication to update a Firebase NoSQL Cloud Database, enabling non-technical staff members to independently manage site content

RESEARCH EXPERIENCE

Research and Development Intern | Salk Institute for Biological Studies

June 2024 - September 2024

- 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% time performance improvements in the machine learning backend.

Research Intern | Pervasive Autonomous Networked Systems Lab at UC Merced August 2023 - December 2023

- Practiced research design and development processes such as effective paper analyses and presentations under the mentorship of research assistants from the lab
- Processed experimental data collected from ambient building and pedestrian vibrations by implementing a signal filtering data pipeline and created a continuous-integration workflow with GitHub Actions and Pytest

Undergraduate Research Fellow | Google ExploreCSR Program

November 2022 - May 2024

- Spearheaded team efforts to develop the research poster "V-Quip: A Vision-based Impromptu Polling System for the Classroom", presented at the 2023 UC STEM T3PN Conference and 2023 Greater Minds in STEM Conference
- 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

PROJECTS

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

LEADERSHIP & VOLUNTEER EXPERIENCE

Google Developer Student Club | Co-Founder, Outreach Coordinator Kappa Sigma Fraternity | Web Developer, Executive Committee Association for Computing Machinery | AI Lead

August 2023 - May 2024

April 2023 - January 2024

April 2023 - January 2024

INTERESTS

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