

# DANIEL J PARK

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## EDUCATION

### University of Michigan

*BSE in Computer Science Engineering*

GPA: 4.00 / 4.00

Coursework: Programming and Data Structures, Data Structures and Algorithms, Computer Organization, Machine Learning, Applied Linear Algebra

**Ann Arbor, MI**

*Spring 2025*

### Thomas Jefferson High School for Science and Technology

Coursework: AP Computer Science, Web Application Development, Artificial Intelligence I & II

**Alexandria, VA**

*Spring 2020*

## SKILLS

*Programming Languages:* C++, Python, Java, HTML, CSS, Javascript

*Tools/Applications:* Github, Docker, Unreal Engine 4, Unity, Adobe Photoshop

## WORK EXPERIENCE

### Federal Advisory Partners

*Robotic Process Automation Intern*

**Arlington, VA**

*May - July 2020*

- Coded website automation scripts in Python Selenium to extract and analyze data for over 117,000 prescription drugs across hundreds of websites
- Developed web application using HTML, CSS, and JavaScript to host scripts and data for internal usage
- Researched and presented whitepaper on improvements for robotic process automation in the company

## PROJECT EXPERIENCE

### Relational Database | UM Coursework

*Student*

**Ann Arbor, MI**

*Oct 2022*

- Wrote a program to emulate a relational database based on the standard query language (SQL)
- Optimized runtime and storage tradeoffs for storing and accessing large datasets within multiple data structures
- Designed algorithms to handle different user commands such as generating binary trees and hash tables for faster data retrieval or efficiently printing table entries that match certain conditionals

### Graph Optimization | UM Coursework

*Student*

**Ann Arbor, MI**

*Nov 2022*

- Wrote code to find a minimum spanning tree of locations on a map as well as the shortest path to visit all locations under strict time and memory constraints
- Explored various heuristic approaches for quickly achieving a nearly-optimal Traveling salesperson solution using greedy algorithms and an optimal solution using a branch & bound algorithm

### Independent Video Game “Ronin Trail”

*Founder*

**Mclean, VA**

*Mar 2020 - Present*

- Developed “Ronin Trail,” an open-world adventure game in Unreal Engine 4 with over 27,000 wishlists on Steam
- Coded and optimized an inventory and data management system in C++ with 0 reported bugs from QA testers
- Collaborated with musicians, artists, and sound designers to create assets for the game
- Managed a Kickstarter campaign which raised over \$45,000 and received the Epic MegaGrant

## ACTIVITIES

Tau Beta Pi - Mi Gamma

*Dec 2022– Present*

WolverineSoft

*Jan 2021– Present*

Korean-American Scientist and Engineer Association

*Sep 2021– Present*