

# James Park

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## EXPERIENCE

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### Software Development Engineer I

Amazon Web Services

August 2022 - Present, Seattle, WA

- Designed, developed, and tested multiple features and fixes for the AWS Systems Manager service, using a security and scaling-first approach to serve 100,000+ customers (Java, Golang, TypeScript, Ruby, AWS API).
- Built an additional UI component in the service's AWS web console for accessing the SSM Documents API (AWS SDK, TypeScript, React, Jest, Sinon).
- Optimized the service's ability to stream to AWS CloudWatch Logs in real time (Golang).
- Wrote strong documentation for the service's region expansion process, which reduced the completion time from 2 months to 3 weeks for 3 new regions.
- Transitioned the service's region expansion efforts from a manual process to an automated zero-touch approach, saving ~100 man-hours per new region (CloudFormation, IAM, internal CI/CD tools).
- Regularly facilitated cross-team communication to rapidly overcome obstacles and crowdsource knowledge.

## PROJECTS

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### Contributor

Next.js · <https://github.com/vercel/next.js/pull/36876> · May 2022 - May 2022

- "Include router.asPath caveats in docs" #36876

### Volunteer

IEEEVR 2020 Research Conference · <https://ieeivr.org/2020/> · March 2020 - March 2020

- Moderating and troubleshooting Mozilla Hubs (A-Frame) social spaces designed for presenting postgrad CS research focused on graphics, UX research for VR.

### Unity Programmer

Playcrafting Global Game Jam · <https://idkwhojamesis.itch.io/fix-the-penguin-gamejam> · February 2020 - February 2020

- Utilized Unity SoundMixer to create a dynamic audio experience, implement 3D positional audio, and manage and adjust audio settings in real-time.
- Source control via git (Bitbucket) and tracking via JIRA and Unity collaboration features to work with a team of developers on a large project.
- Managed project completion on a tight 3-day schedule for a professionally evaluated product.

## EDUCATION

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### MSc in Computer Science

Georgia Institute of Technology · 2022 (On pause)

### BA in New Media and Digital Design

Fordham University · 2021

## CERTIFICATIONS

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### Harvard CS50 Intro to Computer Science

edX · 2019

Certified completion of foundational Computer Science curriculum virtually taught from Harvard and Yale University.

## SKILLS

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**Soft Skills:** Technical Writing, Documentation/Wikis/Notes, Delivering On Time, Initiative, Planning, Cross-Team Communication

**Software:** Javascript, Node JS, React, TypeScript, Unity, Unreal Engine