

THEO PARK

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EDUCATION

Purdue University

B.S. in Computer Science Honors, B.A. in Philosophy

West Lafayette, IN

Aug 2021 – Dec 2026

- GPA: 3.88 / 4.00, Dean's List and Semester Honors (4 / 4 semesters)
- Coursework: Systems Programming, Databases, Data Structures & Algorithms, Computer Architecture, Python, C Programming, Mathematical Logic (graduate level), Object-oriented Programming
- Activities: CS Undergraduate Student Board initiative lead, member of John Martinson Honors College

EXPERIENCE

Purdue University Department of Computer Science

Instructor of Record

West Lafayette, IN

Aug 2022 – May 2023

- Delivered weekly lectures on Git, Unix shell, LaTeX, and other fundamental development tools to 437 computer science, data science, and AI students across three sections of CS19300: Tools
- Developed 681 pages of class slides, Bash auto-graders, and Git and Unix shell demo materials
- Oversaw the hiring process and management of 30 TAs as a part of the course coordination team

Course Content Developer (Discrete Math)

Dec 2022 – Jan 2023

- Developed assignment questions about first-order logic, data structures, algorithms, and discrete probabilities
- Designed a homework template using LaTeX
- Collaborated with other content developers for assignment QA and project management

Course Content Developer (Java object-oriented programming)

May 2022 – Aug 2022

- Engineered Java object-oriented coding assignments used by more than 1327 students
- Utilized JUnit framework to develop auto-grader unit tests, including console output, file I/O, and exception tests
- Automated assignment deployment using Bash scripts and wrote documentation in JavaDoc and HTML formats
- Collaborated in a team of 5 over Git, participated in QA, and communicated in weekly meetings

Undergraduate Teaching Assistant

Jan 2022 – Aug 2022

- Assisted students with multithreading and concurrency, network I/O, and Swing toolkit GUI in a Java object-oriented programming class
- Led weekly labs and office hours, participated in QA for weekly assignments, and answered student questions on a student Q&A forum
- Personally recognized for achieving the third highest reputation score on the student Q&A forum in course history

PROJECTS

Theovim | *Lua, Bash*

Jan 2023 – Present

- Built and maintained an open-source IDE layer integrating code completion, error detection, and modern UI components to a command line text editor using Neovim API and Lua
- Recorded 1657 repository views in a 2-week period

Haunted Tiles | *Linux Wayland Protocol, Bash, Python*

Jul 2022 – Aug 2023

- Built a Linux window manager environment integrating system information, hardware settings, and user applications to a dynamic tiling window manager
- Utilized Wayland protocol and Sway compositor to configure GUI windows layout and appearance
- Wrote Bash and Python scripts to display hardware information and control OS settings

SKILLS

Programming Languages: Java, Python, C++, C, Lua, SQL, POSIX shell (Bash, Zsh), HTML & CSS

Tools: Git, MySQL, Linux (Fedora, Debian), Unix shells (Bash, Zsh), Vim, Emacs, LaTeX