

OLIVER GEUN HYUNG PARK

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EDUCATION

Daegu International School (DIS) | Expected Graduation: 2027

Harvard Summer School, Harvard University, Cambridge, MA | Summer 2025

- STAT S-115L: Data Science: An Artificial Ecosystem | 4 undergraduate credits | Grade: A

University of California, San Diego (UC San Diego) Extended Studies | Summer 2024

- CSE-90112: High School: iOS Programming | 1.5 units | Grade: A+

Stanford Pre-Collegiate Summer Institutes | Summer 2024

- Introduction to Data Science

AWARDS & HONORS

- USA Computing Olympiad (USACO) — Promoted to Platinum Division (2026)
- Korea Science & Engineering Fair (KSEF) & KSEF International — Bronze Awards, Social Science
- AMC 10A — Score: 102 (November 2024)
- American Computer Science League (ACSL) — All-Star Finalist: Junior (2023, 2024); Intermediate (2025)
- Canadian Computing Competition — Student Honour Roll (2024); Student Honour Roll with Distinction (2025)
- National History Day Korea — 1st Place, Group Website; U.S. National Contest Qualifier (2025)
- GENIUS Olympiad — Korea Silver Award; International Honorable Mention, Entrepreneurship (2026)
- Conrad Challenge — Conrad Innovator, Health & Nutrition — BioWeave (2026)
- South Korea Association of International Schools (SKAIS) STEM Fair — 1st Place, Psychology & Sociology (2025); 2nd Place, Computer Science & Engineering (2024)
- Scholastic Art & Writing Awards — Silver Key; Honorable Mention (2x), Critical Essay (2025)
- John Locke Essay Competition — Shortlist, Politics (2025)
- KT Smart AI Content Competition — Selected Entry (입선), AI Program Division (2024)

SELECTED PROJECTS

Accessible Braille Learning App — Creator & iOS Developer | 2025–Present

- Built and released an iOS Braille-learning app with VoiceOver, audio guidance, and haptic feedback; revised navigation and spoken instructions using tester feedback from two institutions.
- Released on the App Store in 2026 as Hoon Maeng Jeong Eum.

Cluber for DIS (School Information App) — Creator & Cross-platform Developer | 2023–Present

- Built a school information app for iOS, macOS, and watchOS, plus a Chrome extension, centralizing club information, schedules, and lunch menus.
- Recorded 326 downloads and 8,125 App Store impressions as of September 2026.

Fabrication Laboratory (FAB LAB), DIS — Lead Manager | 2023–Present

- Coordinated a 13-member fabrication team and production requests; designed Braille signs and leveling pads and helped install signage on school floors 2–4.

ONEDR Mental-Health Platform — Chief Technology Officer | 2024

- Developed the website and user interface using Lovable within a seven-member team for the Students for the Advancement of Global Entrepreneurship (SAGE) Cup.
- Planned native iOS and Android apps and proposed ADHD-oriented features; worked on interface design and the platform's proposed functionality.

SENIORITIS (Scrapyard Busan) — Web Developer | 2025

- Built a Chrome web extension; received Organizer's Pick.

EventCast (NASA Space Apps Challenge) — iOS Developer & Team Lead | 2025

- Developed a native iOS app in Swift/SwiftUI to help plan outdoor events using weather information; coordinated a five-member international team.

RESEARCH

Oyster-Shell Construction Materials: Market & Profitability Analysis — Team Member | 2026

- Analyzed oyster-shell waste and construction-material shortages; helped develop a paving-block business proposal and demand, pricing, and profitability forecasts in a two-member team.

NBA Salary Modeling — Researcher & Author | 2024–2025

- Compared salary-prediction models using 384 NBA players and 64 variables; used Shapley Additive Explanations (SHAP) to interpret individual variables' contributions to model predictions.
- Published "[Computational Analysis of NBA Players with Machine and Deep Learning](#)" in the National High School Journal of Science (NHSJS) in May 2025.

Basketball Salary–Performance Analysis — *Student Researcher, AP Research* | 2025–2026

- Extended the NBA study to 570 NBA/WNBA player records after preprocessing; compared salary–performance relationships using Random Forest, KNN, and regression models.

Game-Based Cognitive Tasks & Gameplay Classification — *Independent Researcher* | 2024–2026

- Developed a Pygame-based platform with tasks examining memory, attention, and impulse control; trained a convolutional neural network (CNN) to classify gameplay–performance patterns.
- Collected gameplay data in a seven-week pilot study and prepared a research manuscript.

LEADERSHIP & SERVICE

Computer Science Competition Club, DIS — *Member* (2022–Present); *Student Coach* (2025–Present); *Co-President*

- Co-coached 15 students with fellow coaches and a faculty adviser; introduced Jupyter exercises, visual ACSL guides, and practice worksheets. Three mentees qualified for Junior All-Star finals in 2026.
- Developed an ACSL Junior Division study guide covering Contests 1–4, building on materials from earlier student coaches and adding resources informed by classroom teaching experience.
- Published the guide through Kindle and Bookk in July 2026; donated 50+ copies to Nambu, Seobu, Suseong, and Dong-gu Ansim libraries in Daegu.

Key Club, DIS — *Initiator* (2024); *President* (2024–Present)

- Initiated and led Key Club service projects with Builders Club; the clubs had 15 and 16 members, respectively, in 2025–2026.
- Organized Kimjang events for 30 elementary students in 2024 and 50 students with parents in 2025; donated about 100 kg of kimchi and kimchi made from about 200 cabbages, respectively.

Jets Flyover School Newspaper, DIS — *Web Director (since 2025) & Technology Writer* | 2021–Present

- Reorganized 200+ articles and expanded sections from 8 to 20 using SNO/WordPress; coded sports scoreboards and schedules in HTML/CSS.
- Write about technology breakthroughs, device reviews, and artificial intelligence (AI); train a successor web editor.

School Event Audio-Visual (AV) Technician, DIS — *Student Technician* | 2022–Present

- Operate AV systems for graduations, assemblies, festivals, and TEDx; introduced four younger students to sound equipment, backstage responsibilities, and event operations.

High School Student Council, DIS — *Webmaster (2025–Present)* | *Participation*: 2023–Present

- Produced event graphics and Instagram and bulletin-board campaigns for school-wide events as part of the advertising and design committee.

National Honor Society, DIS — *Member* | 2023–Present

- Contributed to Braille transcription of seven children’s books with the Suseong-gu Volunteer Center and participated in charity baking activities.

Sustainable Development Goals (SDG) Book Club — *Volunteer* | 2020–Present

- Translated Korean folktales into English, added handwritten messages, and helped prepare container shipments to South Sudan.
- Received an Outstanding Volunteer Award from South Sudan’s Ministry of Youth & Sports (2024).

East Asia Regional Council of Schools (EARCOS) Weekend Workshop — *Student Panelist & Host* | November 2023

- Facilitated discussions on racism and stereotypes with faculty from international schools in Korea.

WORK EXPERIENCE

CJ Olive Young — *Part-Time Retail Associate* | Summer 2026

- Assisted approximately 40–50 customers per shift with self-service kiosks and product selection; explained product features, restocked inventory, and organized displays (20 hours/week for 5 weeks).

SPORTS & ARTS

Soli Chamber Youth Orchestra — *Cellist* | 2018–Present

- Participated in concerts and community performances; received the Outstanding Member Award (2024) and Distinguished Service Award (2025).

DIS Junior Varsity (JV) Basketball — *Forward & Center* | 2024–Present

- Won the Southern Korea Activities Conference (SKAC) Championship in 2024 and 2025.

TECHNICAL SKILLS & LANGUAGES

- Technologies: Swift, SwiftUI, Python, C++, Dart, Flutter, HTML/CSS, R, SQL, Git, Jupyter.
- Languages: Korean (native); English (fluent); Chinese (HSK Level 4).