

SCOTT PARK

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SUMMARY

Software engineer who ships full-stack internal tools, API integrations, and data pipelines used daily across a global enterprise. Works end to end across React and TypeScript front ends, Python and PowerShell services, and REST/GraphQL integrations, turning loosely defined business requests into designed, documented, deployed systems.

EXPERIENCE

Universal Music Group, Global Technology

Los Angeles, CA

Systems Engineer, IT Collaboration

Sep 2025 - Present

- Ship and maintain 35+ production automations, scripts, and tools used by Global Finance, Legal, Revenue & Royalties, and label teams.
- Build event-driven integrations across monday.com, SharePoint, and Microsoft Graph: webhook-triggered workflows that query GraphQL APIs, generate documents, and route outputs into governed storage. Consolidated 12 near-duplicate workflows into one configuration-driven service.
- Built internal applications in React, TypeScript, and Node.js, including a barcode generation tool adopted by Physical Production teams for merchandise and cataloging, and a CLI and web toolkit that provisions SharePoint sites from typed YAML specs with gated publishing.
- Built Python raw-to-curated data pipelines that normalize enterprise AI usage, licensing, and workforce data into Power BI fact and dimension tables, with reconciliation checks that block invalid datasets from reaching reporting.
- Engineer migration and recovery tooling supporting 150 TB of on-premises to cloud migration, including a 1.3M+ file library, recovering failed transfers through manifest review, dry runs, and resumable uploads.
- Own production support for shipped tools: incident triage, permissions and API debugging, and operator documentation. Resolve 85% of ServiceNow tickets within SLA, up from 60%.

IT Collaboration Engineer Intern, Full Stack Developer

May 2025 - Aug 2025

- Prototyped a redesigned technical support intake form for ServiceNow after heuristic evaluation and user interviews, and built a companion site consolidating scattered onboarding documentation.
- Automated migration reporting with Power BI and Power Query to track content moves between cloud storage platforms.

UCLA Radio

Los Angeles, CA

Software Development Director, Product Manager & Lead Developer

May 2023 - May 2025

- Led a 15-person team across UI/UX design, frontend, and backend to ship a React Native streaming app for UCLA Radio's on-air content, with background audio playback and secured livestream API endpoints.
- Ran quarterly planning and agile sprints, defining scope and assigning ownership across sub-teams on a fixed academic calendar.

PROJECTS

Media Tree, File System Data Visualization Tool

Aug. 2025

Full-Stack Developer

Python (Flask) · pandas · React · Material-UI · Docker · Gunicorn

- Built a full-stack tool that parses multi-level Excel hierarchies into an interactive tree visualization, with hash-based duplicate detection and caching that cut repeat load times from 5-10 minutes to under 10 seconds.

Todogotchi, Gamified Productivity Web App

Dec. 2024

Frontend Developer, UI/UX Designer, Scrum Master

MERN Stack · JavaScript · HTML/CSS · Figma

- Designed the interface in Figma and built the React component system (to-do list, weather, virtual pet) around reusable state patterns. Ran sprint planning and standups as Scrum Master.

UC Love!, Dating Sim Game

Jan. 2022 - Jan. 2024

Game Developer, Association for Computing Machinery

C# · Unity

- Built mini-game logic, scoring, and high-score systems. Won 1st place at the 2023 Game Developers Alliance Showcase and shipped to Steam.

SKILLS

Languages: Python, TypeScript, JavaScript, C++, C#, C, Java, SQL, PowerShell, Bash/Shell, HTML/CSS, OCaml, Swift.

Frameworks & Libraries: React, React Native, Node.js, Flask, Express, MongoDB, pandas, Vite, Three.js, Material-UI, Unity, Blender.

Platforms & Practices: REST APIs, GraphQL, Microsoft Graph, Git, Docker, CI/CD, Agile/Scrum, Power Automate, Power Apps, Power BI, SharePoint Online, Azure, ServiceNow, Figma, Adobe Creative Suite.

EDUCATION

University of California, Los Angeles

Los Angeles, CA

Bachelor of Science, Computer Science

June 2025

- GPA 3.7. Technical Breadth Minor in Linguistics. Coursework: Data Structures & Algorithms, Software Engineering, Artificial Intelligence, Operating Systems, Computer Networks, Computer Graphics.

ADDITIONAL

- Graphic Designer, UCLA Student Affairs (2023-2025). Digital Productions Intern, IW Group (2024), produced a 1,500-attendee McDonald's x Genshin Impact activation.