

OLIVER GEUN HYUNG PARK

Human-Centered Technology · Accessibility · App Development

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EDUCATION

Daegu International School (DIS) | 2018 – 2027

Harvard Secondary School Program, Harvard University | Summer 2025

- STAT S-115: Data Science — Artificial Ecosystem

Summer Collegiate Program, UC San Diego | 2024

- iOS Programming

Stanford Pre-Collegiate Summer Institutes | 2024

- Introduction to Data Science

RESEARCH

AI Business Forecasting — Genius Olympiad (Entrepreneurship) | 2026

- Built an AI forecasting model for oyster-shell construction materials (pricing/profitability).

Computational Analysis of NBA and WNBA Players and the Role of Gender — AP Research | 2025 – 2026

- Extended the published study to 570+ NBA/WNBA players with Random Forest, KNN, and regression models, quantifying structural factors behind gender-based salary disparities in professional basketball.

ADHD Digital Therapeutics & Learning Accessibility — Independent Researcher (KSEF) | 2024 – 2026

- Designed a PyGame-based game intervention platform evaluating memory, attention, and impulse control; developed a CNN-based classifier that screens for ADHD likelihood from gameplay logs.

- Ran a 7-week test/control study at the intersection of neuroscience, ML, and digital health; manuscript under peer review at NHSJS (2026).

Computational Analysis of NBA Players with Machine and Deep Learning — Published Author, NHSJS | 2024 – 2025

- Built predictive models (Random Forest, SHAP) on 384 players × 64 metrics identifying key salary predictors; published in the National High School Journal of Science (10,000+ views).

SIGNATURE PROJECT & DEVELOPMENT

iOS Accessible Braille Learning App — Project Lead & Developer | 2024 – Present

- Built a multimodal iOS braille-learning app (haptic feedback, VoiceOver, audio) for visually impaired learners; pilot-tested with 20+ users at the Daegu Braille Library and redesigned around their feedback. Launched on the App Store (2026); submitted to Swift Student Challenge 2026.

- Unified the app, 3D-printed tactile tools, and CS curriculum into one open-source Learning Accessibility Design Framework for schools and welfare centers.

Cluber for DIS (School App) — Developer | 2023 – Present

- Designed and shipped an app centralizing club, schedule, and lunch info across iOS/macOS/watchOS + Chrome; 300+ downloads, 7,800+ impressions.

FAB LAB (Fabrication Lab) — Lead Manager | 2023 – Present

- Lead a 13-member lab producing braille cards and tactile tools linked to app content, accessibility signage, and teaching resources for teachers and school-facility improvement; run a Google Form/Sheets order-tracking system.

ONEDR — Chief Technology Officer | 2026

- Directed technical development of a mental-health platform serving adolescents and psychiatric discharge patients, including web architecture, native iOS/Android development planning, and cloud infrastructure.

- Designed core features — recovery quests, medication reminders, peer-support communities, and ADHD-friendly productivity tools built on adaptive UI/UX principles.

LEADERSHIP & SERVICE

Learning Accessibility Initiative — Founder & President, Key Club | 2024 – Present

- Reframed the club around “non-standard users” (visually impaired, elderly, ADHD learners); ran field workshops and authored a learning-accessibility design framework; leading braille signage production with FAB LAB.

- Led two annual kimchi-making events donating 200 heads of kimchi to a senior welfare center; organized Talent Show, fundraisers for Save the Children and the Korea Childhood Leukemia Foundation, and a school digital-clock donation.

Inclusive CS Education — Instructor | 2024 – Present

- Designed and taught problem-solving classes for middle-school students, removing platform and paid-software barriers.

Student Council — Webmaster · National Honor Society — Member | 2023 – Present

- As Webmaster, produced event designs and Instagram/bulletin-board campaigns for school-wide events on the Council's advertisement and design committee.
- As NHS member, contributed to braille transcription of 7 children's books with the Suseong-gu Volunteer Center; charity baking service.

Computer Science Competition Club — Student Coach & Co-President | 2022 – Present

- Coach 15 students across Beginner/Intermediate/Advanced tracks; built a platform-independent, no-cost CS curriculum utilizing Google Classroom and Jupyter Notebook. Three mentees earned ACSL All-Star Finalist.
- Authored *A Study Guide for American Computer Science League (Junior Division)* covering Contests 1–4 — published in Kindle and print editions (2026); donated 30 copies to three Daegu municipal libraries (Nambu, Seobu, Suseong). Promoted from competitor over three seasons.

Jets Flyover (School Newspaper) — Web Director & Technology Writer | 2021 – Present

- Rebuilt the newspaper site (8→20 sections; HTML/CSS scoreboard and schedule) serving 200+ published articles; leading a web-editor trainee team from 2026. Contributed to the SNO Badge of Site Excellence.
- Write on AI, algorithmic bias, and digital accessibility as Technology Writer (Arts & Entertainment).

SDG Book Club — Volunteer · EARCOS Weekend Workshop — Panelist & Host | 2020 – Present

- Translated Korean folktales into English for South Sudanese children with hand-written messages, delivered directly by container to prevent black-market resale — advancing SDG 4 (Quality Education); Outstanding Volunteer Award, Ministry of Youth & Sports, South Sudan.
- Facilitated DEI discussions on racism and stereotypes with faculty across Korean international schools as student panelist and host.

Hackathons — Independent Teams | 2025

- Organizer's Pick, Scrapyard Busan Hackathon; Team Lead, NASA Space Apps Challenge.

WORK EXPERIENCE

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

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

SPORTS & ARTS

- Cellist, Soli Chamber Youth Orchestra (National Museum of Daegu, 6+ yrs) — 6+ concerts incl. senior-center service performances; Best Member (2024), Distinguished Service (2025).
- Student Technician (AV), DIS — ran audio-visual for all major school events (graduations, assemblies, festivals, TEDx, Talent Show) since 8th grade; forming a 4–5 member successor technician team (2026).
- Forward & Center, JV Basketball, DIS — SKAC Championship (2024, 2025).

AWARDS & HONORS

- USACO — Platinum Division Qualifier (2026, highest division), Gold (2025), Silver (2024)
- KSEF Finals & International Bronze (2026) — ADHD digital therapeutics research
- Conrad Challenge Innovator — BioWeave, senior-mobility health-tech (2026)
- SAGE Korea Competition Semi-finalist (2026)
- Genius Olympiad — Global Honorable Mention + Silver Award, Korea (2026)
- AIME Qualifier, AMC 10 (2024, 2025)
- 3× ACSL All-Star Finalist (2022–2025)
- 2× Canadian Computing Competition Distinction (Perfect Score 75/75, 2025; Honor Roll 63/75, 2024)
- SKAIS STEM Fair — 1st Place Psychology & Sociology (2025), 2nd Place CS & Engineering (2024)
- NHD Korea — 1st Place Group Website (2025, qualified for U.S. National Contest)
- Scholastic Art & Writing — Silver Key + 2 Honorable Mentions (2025)
- John Locke Essay Competition — Recognition, Politics (2025)
- National Merit Commended Scholar (2025)
- KT Smart AI Content Contest — Commendation (2024)

TECHNICAL SKILLS & CERTIFICATIONS

- **Languages/Tools:** Swift/SwiftUI, Python, C++, Dart/Flutter, HTML/CSS, R, SQL, Git, Jupyter
- **Focus:** iOS development, human-computer interaction, accessibility design, machine learning
- **Certifications:** Programming Fundamentals in Swift (Meta), Python for Data Science, AI & Development (IBM), Introduction to Responsible AI (Google), Figma UI/UX Essentials (Udemy), iOS & Swift Bootcamp (Udemy), Dart/Flutter + Clean Architecture (Udemy), Ford Digital Intro (Forage)
- **Languages:** Korean (native), English (fluent), Chinese (HSK 3)