Caleb Jung

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EDUCATION

The University of Auckland   **Auckland, NZ**
B.E (Honours) in Software Engineering   *Graduation Date: Dec 2026*

Rangitoto College   **Auckland, NZ**
NCEA Level 1, 2, & 3   *Graduation Date: Dec 2022*

EXPERIENCE

Coreflex(코어플렉스)   **South Korea, KR**
Software Engineer Intern   *Nov 2025 - Feb 2026*
- Developed and maintained frontend features using React and TypeScript across client web applications.
- Integrated Medallia DXA to capture user interactions, session replays, and behavioural data for CX analysis.
- Collaborated with developers and CX specialists on real client projects

Mount Wellington Motel   **Auckland, NZ**
Housekeeping & Front Desk   *Jan 2018 - Dec 2025*
- Managed time efficiently to complete daily cleaning schedules on time.
- Managed bookings, cancellations, and guest inquiries via phone and email.
- Delivered exceptional customer service through clear communication with guests.

Honey Cafe   **Auckland, NZ**
Kitchen Hand   *Mar 2022 - Sep 2022*
- Assisted chefs with food preparation, including chopping and assembling ingredients.
- Washed dishes and cleaned kitchen equipment to maintain cleanliness.
- Supported kitchen staff during peak hours by handling tasks quickly and efficiently.

PROJECTS

UniQ   TypeScript, React
Centralised Marketplace Website
- Built a full-stack marketplace using React, Next.js, TypeScript, and Tailwind CSS for UoA students.
- Implemented backend APIs with MongoDB, Mongoose, and JWT authentication to support accounts and orders.
- Collaborated in a team to deliver a tested, production-ready application using Jest and React Testing Library.

Swift NZDD   TypeScript, React
Web3 Hackathon Website
- Collaborated in a team to develop a peer-to-peer Web3 application for a hackathon.
- Built the frontend using React and TypeScript, with a responsive UI styled using MUI, HTML, and CSS.
- Implemented backend smart contracts in Solidity, designed the UI in Figma, and pitched the final prototype.

Guess Who   Java, JavaFX
Java App
- Collaborated on an interactive crime-solving game using Java and JavaFX.
- Implemented AI-driven prompts and used concurrent programming to manage game states and timers.
- Used Git/GitHub for version control and team collaboration.

SKILLS

Languages: Python, Java, C/C++, SQL, TypeScript/JavaScript, HTML/CSS, MATLAB

Tools: React, Next, Node, Git/Github, MongoDB, Material UI, Maven, JavaFX, Tkinter

Other: UI/UX Design, Wireframing, Project Management, Agile and Waterfall Development