SUKJIN JANG

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EDUCATION

University of California – Los Angeles **June 2018 – Present**

- Majoring in **Computer Science, B.S.**

SKILLS

- **Languages**: C/C++, Java, HTML5/CSS, Python
- **Tools**: Adobe Premiere Pro, Git, Unity
- **OS**: Windows, Mac OS X, Linux

PROJECTS

Personal Website – *GitHub, Bootstrap* **Dec 2018 – Present**

- *https://eatmorecheeze.github.io/MyPersonalWebSite*
- Used GitHub Pages to host a bootstrap-themed website
- Learned web application development and latest technology in web

New Product Development **Sep 2018 – Dec 2018**

- Presented an engineering proposal of smart lid for water bottle, called *Bottle Nanny,* for a consumer electronics prototype
- Conducted research, performed analysis and developed conclusions along the new product development (NPD) process
- Developed writing skills, understood ethics and the engineer decision making process, and learned teamwork and technical communication

Bluetooth Transfer App – *Android* **Sep 2018 – Dec 2018**

- Created a standalone Android application that allows users to transfer files from one Android to any other device via Bluetooth
- Learned basic concepts of Android Studio and how mobile applications are created by using this system software

Video Game – *C++* **Jan 2019 – Mar 2019**

- Created a 2D maze video game called *Zombie Dash* with provided prototype and several source files based on C++ language
- Implemented each actor's own (x,y) location in space, its own internal state and special algorithms that control its actions in the game
- Developed C++ skills related to Polymorphism and Encapsulation by planning and organizing various inherited classes

Buffer Lab **Mar 2019 – June 2019**

- Learned different ways that attackers can exploit security vulnerabilities in operating systems and network servers
- Gained a deeper understanding of the stack and parameter-passing mechanism of x86-64 machine code, how its instructions are encoded, and debugging tools such as GDB and OBJDUMP