Jacky Han

work history about joejacky@gmail 🖾 Winter 2016 Capital One Labs Kitchener, Ontario http://jackyhan.xyz Data Science Developer > Trained and implemented ML models for predicting credit card transaction (250) 893-0086 sentiments through sci-kit learn package in Python > Created Python back-end to facilitate data transformation and managejackque 🖳 ment between front-end, SQL servers, and MongoDB > Implemented visualizations like calendars and spending charts using d3.js and jQuery for release to all Capital One customers experience > Deployed the entire visualization project using Docker on to AWS as well Python as to test suites Scala Summer JavaScript 2015 LoyaltyOne Toronto, Ontario (node.js, jQuery) Distributed Software Engineer CSS & HTML > Created distributed data analysis API using Apache Spark in Scala C++> Implemented API through RESTful services and created interfaces for C# client code Java > Maintained Hadoop clusters on AWS's EC2 SQL > Worked closely with clients and data analysts in a cross-disciplined team > Embraced Agile principles like automated testing, weekly presentations, Hadoop and CI/CD through Jenkins Elastic Spark projects MySQL MongoDB Vectorial 2016 Game Project Git Physics-based puzzle game Bash > Created physics-based 2.5D puzzle game in Unity for desktop and mobile > Designed incrementally difficult puzzles with the player's skill in mind education 2015 **Myo Guitar** Enghack 2015 People's Choice University of Waterloo, Virtual guitar, on the go. Software Engineering, > Worked on Android app that emulated a guitar Class of 2019 > Integrated app as strings and Myo armband as strummer > Teaches user how to play songs through chords and progressions 2014 **Pathfinder** Software Engineering Project interests A pathfinding robot Avid badminton player > Programmed scribbler robot to navigate through a room while remembering and avoiding obstacles using Python Favorite language? > Implemented companion Android app to queue locations for the robot's **Probably English** destinations 2014 MyOwnDJ Enghack 2014 Passion for games and Become a DJ, no equipment required game design > Created a real-time DJ application controlled by a Myo armband > Features include playback, track changes, beats, and volume mixing