# Jeffrey Chin

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## Professional Experience

### Software Engineer Intern                                                 2022
*Factset Research Systems - New York, New York*
- Led the development of a full stack, highly customizable Chrome extension to aggregate job monitoring across multiple applications, resulting in higher focus on other tasks, completing the task weeks before the set deadline.
- Conducted generalized parsing of information to ensure comprehensive integration of all requirements, leading to minimal upkeep of the codebase for future applications
- Oversaw implementation of importing and exporting configurations, establishing the standards for default settings but also allowing premade settings to be set locally and efficiently
- Front end written in Vue 3, Backend service worker written in Typescript

### Web Developer Intern                                                     2021
*Virtual Mind Media - San Francisco, California*
- Implemented numerous features for an online DNA puzzle game to allow users to see leaderboards in real-time and edit puzzles to drive user engagement and competitiveness, thereby increasing the game's longevity
- Relied upon to configure sites using Netlify CMS to allow an accessible and user-friendly way to enable non-programmer users to maintain content such as adding and editing pages and managing image galleries
- Spearheaded the development of a search engine for JAM stack site in JavaScript using string matching to allow users to access relevant content quickly

***Additional Experience: Code Ninjas - Code Sensei (Instructor) 2021***

## Projects

### Virtual Reality Replica                                                  2022
*Capstone - Extended XR and Society*
- Created a virtual reality replica of a computer lab using Unreal Engine, utilizing components and OOP to allow flexible user features such as drawing on a whiteboard, duplicating specific objects and throwing objects away
- Replicated materials and scale to improve user experience and immersion

### Python Imitation Compiler                                                2021
*Compilers*
- Developed and coded a compiler written in Rust to include first class functions, variable shadowing, recursion, heap-allocated arrays, runtime and compile time errors

### Word Count Map Reduce                                                    2020
*Web Systems*
- Employed TCP, UDP, and multi-threading within Python to distribute computing between threads
- Developed and optimized a search engine index creation pipeline through processing words across 100s of documents

### Instagram Clone                                                          2020
*Web Systems*
- Wrote a server and created a client-side webpage that integrated popular Instagram functions to allow users to store images, comments, and likes using SQL and Python
- Optimized backend web frameworks to enable multiple users to update information in real time using React

## Education

### University of Michigan College of Engineering, Ann Arbor, Michigan      2022
*Bachelors of Science in Engineering - Computer Science (GPA: 3.4)*

## Skills
- Application Design, Database Management, Distributed Computing, Full-Stack Development, XR Development

## Languages
- C++, Python, Javascript/Typescript, Git, Vue, Shell Scripting, SQL, Rust, CUDA, CMS Wordpress, Unity, Unreal Engine, React, Flask, Java, C, C#, HTML5, CSS