Jay Jung

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CORE SKILLS

Programming Languages: C, C, C++, Java, Javascript, HTML, CSS
Frameworks: Node.js, React.js, Express.js, Socket.js, Processing.js
Software/Tools: Unity, Git

EDUCATION

University of Waterloo — Waterloo, Ontario
Conputer Engineering — September 2020 - 2025 (Expected)

EXPERIENCE

District School Board of Niagara - Computer Repair Technician — February, 2020 – April, 2020
St. Catharines, Ontario
- Decomposed several unused parts in different computers to creatively find new uses for them.
- Collaborated with senior technicians to find new technologies that could be implemented into secondary schools.

DigiEdu Hackathon - Team Captain — October, 2019
St. Catharines, Ontario
- Handled and optimized team communications going throughout the contest.
- Presented the final product and managed to place 3rd eliminating all the other major University Students and Professors.

VEX Robotics - Team Captain — November, 2016 – July, 2019
St. Catharines, Ontario
- Organized weekly meetings and gave tasks for members to complete for work distribution; qualified for World's in 2018.
- Developed the main program for autonomous driving using ROBOTC for regional and provincial competitions.

Eden High School - Community Programming Teacher — November, 2017 – February, 2018
St. Catharines, Ontario
- Performed the major tasks related to teaching young adults the basics of code.
- Administered JavaScript and C++ to be taught easily into the course by utilizing visualizations.

PROJECT WORK

Personal Website — December, 2020
github.com/JeyoungJung/portfolio-website
- Used **React.js** to create a single page application to simplify the overall component management process.
- Integrated **JQuery** to animate the texts in a distinct way.

Real Time Multiplayer Game — September, 2019 – October, 2019
github.com/JeyoungJung/multiplayer-game
- Developed a 1:1 game that can be played from different computers using **Express.js**, **Socket.io** and **Node.js**
- Created a room system which generates a new lobby when more than two clients joins.
- Implemented database using **Nedb** which stores scores for each players.

Physics Simulation — July, 2019 – September, 2019
github.com/JeyoungJung/physics-simulation
- Designed a visual representation of different physics equations using **Processing.js**.
- Used vector graphics to visualize the components without using excessive processing power.

Tower Defense — December, 2018 – January, 2019
github.com/JeyoungJung/tower-defense
- Developed a classic tower defense game using **Processing.js** and **Java** with an option of two distinct towers.
- Implemented tower objects using **Object Oriented Programming** as an efficient approach.
- Incorporated **inheritance** which allowed for reusable code, resulting in a reduction of 100+ lines of code.