Jay Jung

2A Computer Engineering Student
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CORE SKILLS

Programming Languages: C, C++, Java, Javascript, Python, HTML, CSS
Frameworks: Node.js, React.js, Express.js, Socket.io, p5.js, Django, Flask, Processing
Software/Tools: Git, Firebase

PROJECT WORK

Moo August 2021

https://jeyoungjung.github.io/Moo

- Used **React.js** and **Firebase** to create a realtime microblogging and social networking service
- Simulated a Realtime **CRUD** application using **Firebase**
- Secured API Keys using **Google Cloud Platform** and using **Firestore** Rules

Tweet Emojifier November 2020 - December 2020

emojifytweets.pythonanywhere.com, github.com/mhyeun/emojified-tweets-wall-of-fame

- Used **Django** and **Flask** to create a full stack website that "emojifies" and submits a tweet which can be voted upon; deployed website using **PythonAnywhere**
- Deployed a **Restful** API using **Flask**, **Tweepy** and **Python** which pulls and "emojifies" a tweet from Twitter
- Created schemas for users and tweets to efficiently store information on a **Sqlite3** database
- Designed and created front end using **Figma**, **HTML**, **CSS** and **Jinja**

Personal Websites December 2020

jeyoungjung.github.io, jeyoungjung.github.io/physics-simulation-website

- Used **React.js** and **JQuery** to create a single page application with animated texts
- Created a physics simulation website which demonstrates different spring properties using **p5.js** and **HTML**
- Programmed the springs and balls to be easily manipulated using an **array** of **objects**

Real Time Multiplayer Game September 2019 – October 2019

github.com/JeyoungJung/multiplayer-game

- Developed a 1:1 browser game that can be played from different computers using **Express.js**, **Socket.io** and **Node.js**
- Created a room system with **Express.js** which generates a new lobby when more than two clients enter
- Implemented database using **Nedb** which stores scores for each players
- Used **Object Oriented Programming** to create the different types of games

EXPERIENCE

Microsoft - AI for Accessibility Project Member July 2021 - August 2021

Remote

- Qualified for both the AZ-900 and AI-900 certifications
- Managed to complete the group project assigned with exceptional grades

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

EDUCATION

University of Waterloo Waterloo, Ontario

Computer Engineering - GPA: 3.7/4.0 September 2020 - 2025 (Expected)