

Jeannie Heejin An

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PROJECTS (GITHUB: BEANNIE-J)

My Reads Book Application | React, JavaScript, HTML, CSS

- Developed a book shelf application which allows users to share their current reads.

Pathfinding Visualiser | C++, SFML Graphics, ImGui

- Developed a visualiser that implements the A* Path Finding algorithm using SFML Graphics library.
- Optimised the A* Path Finding algorithm by implementing min heap data structure.

Tetris Game | C++, SFML Graphics, SQLite

- Built a Tetris game from scratch using the SFML Graphics library.
- Strengthened my understanding within game design patterns.

Agar.io Game Clone | Python, Pygame

- Developed a simple Agar.io clone with Python and Pygame.

EXPERIENCE

Production Support Technology Analyst - Commodities

June 2019 – Current

Citigroup

London, UK

- Engaged in the incident management, communication and troubleshooting of business critical flows.
- Strong understanding around real time monitoring through ITRS, led the ITRS reports migration to Openlink SQL framework. Performed a whole review on desk specific alerts and renewed the out of date alerts.
- Performed data analysis on current unsupported trades in STP. Produced data visualisation on 2 years of data into different classifications with Python, Pandas, Numpy and Matplotlib. Presented visual graphs to senior management. Overall reduction of untracked unsupported trades by 55%.
- Arranged and carried out FORT and COB testing to test and improve application stability and recoverability.

Graduate Programme - Production Support Technology Analyst - FX & TPS

June 2017 – June 2019

Citigroup

London, UK

- Liaised between the business and development teams to resolve issues in a timely manner. Resolved risk and PnL, pricing and trade flow production incidents
- Automated log extraction and analysis with PowerShell.

Student Ambassador

Dec 2016 – April 2017

University of Birmingham

Birmingham, UK

- Represented and promoted the School to potential applicants. Conducted online QA sessions for offer holders.
- Filmed promotional video for School of Computer Science. Video is available [here](#).

SKILLS

Programming Languages: C++, JavaScript, Java, HTML, CSS, SQL (Oracle)

Web Development: React

Developer Tools: Git, VS Code, Visual Studio, Sketch

Languages: Korean, Chinese

EDUCATION

Udacity

Dec 2020 – Current

React Developer Nanodegree

General Assembly

Sep 2019 – Nov 2019

User Experience Design

- Designed interactive mock up with Sketch called 'TravelPods' which helps users with budgeting when travelling.

University of Birmingham

Sep 2013 – June 2017

Bachelor of Science in Computer Science with in Business Management

- 2:1 honours
- Final year dissertation, developed an educational web application to provide guidance to users examining the current problem of legal documents presented to young users online. The application incorporates techniques such as gamification, memory based learning and level based learning.
- Dissertation is available [here](#).