Contact

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www.linkedin.com/in/jennifer-shin
(LinkedIn)

Top Skills

C++

C#

Unity

Languages

Korean

English

Honors-Awards

National Center for Women and
Information Technology (NCWIT)

Jennifer Shin

Software developer and aspiring leader
Fullerton

Experience

Model Match
Full-stack AWS Developer
February 2021 - Present (4 months)

DealerSocket
Software Engineer
August 2019 - February 2021 (1 year 7 months)
San Clemente, California, United States

• Worked under the CRM Integration team using .NET and SQL to create
solutions for forwarding customers interest in purchasing cars to dealerships

• Refactored code for processing leads car companies that catered to their
specific needs

• Altered databases and made performance checks to make sure database
scripts run smoothly.

MindTAPP
Game Developer
February 2018 - February 2019 (1 year 1 month)
Riverside, CA

• Designed and built the foundation of a game similar to the popular phone
game, "Flow Free", in Unity Engine using C#

• Integrated game logic algorithms that takes into consideration of an
expanding 2D matrix and randomly generated levels

• Collaborated with graphic designers, psychologists, and engineers to ship a
game that gathers data on player behavior to be used in a Psychology study

Williams-Sonoma, Inc.
Back-end Software Engineer intern
June 2018 - August 2018 (3 months)
San Francisco Bay Area

• Implemented an admin tool using Java and Spring framework that retrieves
data for displaying a product's general information and inventory availability in
the Williams-Sonoma brands

• Combined data from two internal databases into a single object for easy use.

• Incorporated test cases that checks data points to make sure the product's inventory availability is accurate

Google
CodeU participant
February 2016 - August 2016 (7 months)

• Accepted to a development program for college freshmen and sophomores to strengthen their skills and prepare them to become successful candidates for future technical opportunities
• Learned the basics of Java and data structures following a curriculum set by Flatiron School and coded various labs to learn about the algorithms behind a search engine such as web crawling and sorting algorithms.
• Created a basic search engine that crawls, retrieves, and sorts through Wikipedia web pages and lists out the results based on relevance

Ender Technology
Intern
2014 - 2014 (less than a year)
Torrance, CA

• Developed a website using HTML/CSS for the purpose of helping students study US History
• Attended workshops to learn better coding techniques and how to use GitHub
• Learned "LESS CSS", a CSS pre-processor to condense code

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Education

University of California, Riverside
Bachelor's Degree, Computer Science · (2015 - 2019)

Troy High School
 · (2011 - 2015)