

COLLIN JUNG

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📍 Savoy, IL 61874

TECHNICAL SKILLS

- Languages:
 - Python
 - Java
 - Javascript
 - C/C++
 - Wolfram Language
 - HTML/CSS
- Software:
 - Blender
 - Arduino
 - Unity
 - Mathematica
 - Microsoft Office
- OS:
 - Windows, Mac, Linux
- Fluency in Korean and English

SOFT SKILLS

- Coding and debugging
- Software Development Life Cycle (SDLC)
- Source code review
- Algorithms and data structures

PROFESSIONAL SUMMARY

Motivated and hardworking student completing a Computer Science bachelor's degree with a focus in Artificial Intelligence at Stanford University. Knowledgeable in a wide range of development languages and methodologies. Bright critical thinker with proven talent for learning quickly in a results-oriented environment, with 5 years of experience in a professional company work setting learning from veterans of the field.

EDUCATION

Stanford University Stanford, CA • Class of 2025 • 3.7 GPA

Bachelor of Science: Computer Science (Artificial Intelligence)

Relevant Coursework:

- **Systems:** Computer Organization and Systems (CS 107) / Operating Systems Principles (CS 111)
- **Security:** Intro to Cryptography (CS 255) / Intro to Cybersecurity (INTLPOL 268)
- **Depth:** From Languages to Information (CS 124) / Intro to Computer Graphics and Imaging (CS 148) / Software Techniques for Emergent Hardware Platform (CS 349H) / How to Make VR (CS 11SI)
- **Math:** Mathematical Foundations of Computing (CS 103) / Computational Logic (CS 157) / Linear Algebra, Multivariable Calculus, and Modern Applications (MATH 51) / Intro to Probability for Computer Scientists (CS 109)

WORK HISTORY

Wolfram Research - Software Developer Intern

Champaign, IL • 05/2018 - 05/2023

- Extended functionality of the Wolfram Language working closely with Kernel developers
- Prototyped physics simulation of rigid-bodies by combining the Wolfram language with external game physics engines
- Contributed to the Wolfram Physics AR/VR applications project with UI/UX design
- Developed graphing system functions related to constraint embedding and graph drawing
- Analyzed and created visualizations for graph data in the Wolfram Data Repository
- Established compatibility between the Mathematica interface and the Unity game engine

PROJECTS

Probability-Based Playlist Shuffler - Autumn 2022

- Created a music shuffling algorithm that prioritizes less commonly played songs within a playlist using Bayes' theorem and probability analysis. Implemented into an app using Python.

Course Scheduler - Spring 2022

- Personal Python project that uses Stanford University course information and data preservation methods to allow for simple event and course scheduling.

Heap Allocator - Winter 2021

- Implemented efficient implicit and explicit heap allocators in C++ with malloc, realloc, and free functionality. Used gdb and Valgrind to track and manage allocated memory blocks.