


# COLLIN JUNG

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## 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.

## TECHNICAL SKILLS

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

## SOFT SKILLS

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

## EDUCATION

### Stanford University

Stanford, CA • Class of 2025 • 3.7 GPA

*Bachelor of Science:* Computer Science (Artificial Intelligence track)

#### Relevant Coursework:

- Computer Organization and Systems
- Introduction to Probability for Computer Scientists
- Operating Systems Principles
- Introduction to Computer Graphics and Imaging
- Computational Logic
- Software Techniques for Emergent Hardware Platform
- Introduction to Cybersecurity
- Linear Algebra, Multivariable Calculus, and Modern Applications

## 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.