

# COLLIN JUNG

✉ collinj2@stanford.edu

☎ (217) 778-7328

📍 Savoy, IL 61874

## EDUCATION

### Stanford University

Stanford, CA • Class of 2025

GPA: 3.77

**M.S.** Computer Science

(Human Computer Interaction)

**B.S.** Computer Science

(Artificial Intelligence)

## TECHNICAL SKILLS

Languages:

- Python
- Java
- Javascript
- C/C++
- Wolfram Language
- HTML/CSS

Software:

- Blender
- Arduino
- Unity
- Mathematica
- Microsoft Office

OS:

- Windows, Mac, Linux

## SOFT SKILLS

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

## PROFESSIONAL SUMMARY

Motivated and hardworking student with over 5 years of industry experience pursuing a BS in computer science and a coterminal MS in computer science at Stanford University with an expected graduation date in 2025 for both degrees.

## RELEVANT COURSEWORK

### Stanford University

- **Systems/Security:** Computer Organization and Systems (C) | Operating Systems Principles (C++) | Intro to Cryptography (JS) | Intro to Cybersecurity
- **Depth:** Design and Analysis of Algorithms | Web Programming Fundamentals (Full Stack) | Computer Graphics and Imaging (Blender) | VR Design and Development (Unity, C#)
- **AI/ML:** Natural Language Understanding (Python) | From Languages to Information (Python)
- **Math:** Mathematical Foundations of Computing | Computational Logic | Linear Algebra, Multivariable Calculus, and Modern Applications | Probability for Computer Scientists

## WORK HISTORY

### Wolfram Research - Software Developer Intern

Champaign, IL • 05/2018 - 08/2023

- Worked with stable diffusion models and 3D image generators from text prompts
- **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**
- Analyzed and created **visualizations for graph data** in the Wolfram Data Repository
- Established compatibility between the Mathematica interface and the Unity game engine

## PROJECTS

### Automated Code Review Model - Spring 2023

- Developed a code review model using **GPT-3.5-Turbo** and a **DSP framework** with custom prompt templates to generate specific comments and revised code from a code snippet.

### “Ensemble” Website - Spring 2023

- Created a website using **Full Stack Development** that allows users to find interest groups based on tags. Project created with **Javascript, Node, Express**, and a **MongoDB** database.

### Movie Recommending Chat Bot - Winter 2023

- Created a chatbot that stores user ratings of movies and uses item-item collaborative filtering to recommend similar movies.

### Encrypted Chat Client - Winter 2023

- Implemented an encrypted chat client in **Javascript** using the Double Ratchet Algorithm that ensures forward secrecy and break-in recovery.

### Heap Allocator - Winter 2022

- 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.

## AWARDS

### Hack with Google (2nd Place) - Summer 2023

- Led the development of a functioning app using Google tools with several AI features that would boost efficiency and performance of manufacturing companies. Judged on innovation, technical execution, and business potential.