Eric Jung

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EDUCATION

Virginia Polytechnic Institute and State University   **Blacksburg, VA**
Accelerated Master of Engineering in Data and Artificial Intelligence   *Expected Graduation: May 2027*
Bachelor of Science in Computer Science, GPA: 3.63/4.0   *Expected Graduation: May 2026*
Minors in Mathematics, Real Estate

EXPERIENCE

The Aerospace Corporation   **Chantilly, VA**
Software Engineer Intern   *May 2025 – August 2025*
- Integrated open source 4G stack (usrsctp, srsRAN) software on a Raspberry Pi to deploy a portable satellite network
- Achieved sub 15ms latency in end-to-end network tests, enabling real time ground to node communication
- Bridged user and kernel space by adapting open-source SCTP libraries, reducing future integration process time by 10%

BrewSystems LLC   **Remote**
Software Engineer Intern   *May 2024 – August 2024*
- Built React front-end integrated with Liferay's REST API in an Agile setting, delivering a responsive UI used by 50+ users
- Developed Node.js backend and two dynamic React table components, improving data visualization and usability
- Created custom JavaScript API methods to streamline data retrieval and ensure accurate front-end integration

Institute of Electronics and Electrical Engineers (I.E.E.E.)   **Blacksburg, VA**
University Relations Chair   *May 2024 – Present*
- Maintaining strategic partnerships with Virginia Tech, arranging GBMs and club events that has brought 100+ members
- Organizing events and meetings that bring in an average of 50 students per meeting, increasing overall attendance by 10%
- Communicating with professors to coordinate in-class presentations and recruiting, reaching 500+ potential candidates

Virginia Tech Diggeridoo's   **Blacksburg, VA**
Front-End Developer   *January 2024 – May 2025*
- Design team that participates in The Boring Company's tunnel competition, building a machine capable of digging 100+ feet
- Designed and implemented React-based UI with 5+ critical control modules for the tunnel boring machine competition
- Leveraged skills in React and Figma to design and create the components to be used on the GUI, and reused in future builds

PROJECTS

***DeckDocktor* Machine Learning Model**
AI-Powered Recommender – Scikit-Learn, Python, MySQL
- Building a Python-based application that integrates with the Supercell API to retrieve player battle logs and opponent data
- Store historical match data in a local SQLite database to enable long-term meta tracking and personalized trend analysis
- Training a lightweight machine learning model with scikit-learn to recommend deck changes based on frequent counters in recent matches

MarketMate Marketplace Price Analyzer
Marketplace AI Price Analysis Tool – Scikit-Learn, JavaScript, MySQL, React.JS
- Developed a price analyzer for in-game items in the Rainbow Six Siege Marketplace, designed to send real-time buy and sell messages to its users based on fluctuating market values
- Automated data collection of prices, storing them in a MySQL database for further analysis by an AI model, notifying optimal buying and selling times
- Enhanced data accuracy through outlier detection and statistical preprocessing, enabling accurate item price predictions

***PantryPilot* Hackathon Project**
AI-Powered Mobile App – Swift, Azure Custom Vision AI
- Built an iOS app in Swift that uses computer vision to scan refrigerator ingredients and automatically generate recipe suggestions based on what's available
- Trained AI model from Azure Custom Vision with over 500+ data points from a dataset of 350+ images, optimizing accuracy and performance
- Integrated and deployed the backend on Heroku, ensuring interaction between the API and mobile app for full functionality

SKILLS

Skills/Tools: Java, C, Python, HTML, CSS, JavaScript, React, Swift, MySQL, Linux, Docker, Git, Azure, Junit, Figma, Excel, Agile, REST API, Jupyter Notebooks

Languages: English, Korean (bilingual)