Jackey Yang

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Education

Stevens Institute of Technology

Hoboken, NJ

B.S., Computer Science & Cybersecurity minor

Expected May 2025

Relevant Coursework: Web Programming 1 & 2, Systems Programming, Algorithms, Computer Architecture & Design

Skills and Interests

Programming Skills: JavaScript, TypeScript, Python, C++, C, Java

Others: Git, React/Next, Express, MongoDB, RESTful APIs, Postman, Ember, Linux, HTML/CSS, Figma, Docker

Interests: Coffee making, custom keyboards, badminton, soldering, music, photography, cooking

Professional Experience

G3 Technologies Inc.

Berkeley Heights, NJ

Software Engineer Intern

May 2023 - Present

- Spearheaded the development of highly optimized software components dedicated to the detailed analysis of telecommunication network traffic with 4 million daily data packets (EmberJS, Tornado, MongoDB, Docker).
- Established and executed comprehensive testing protocols, **identifying and rectifying 150+ software vulnerabilities**, enhancing system robustness and reliability.
- Collaborated closely with cross-functional teams, integrating feedback to engineer solutions from the ground up.

IpserLab LLC Remote

Frontend Developer Intern

June 2022 – *September* 2022

- Achieved a 50% reduction in page load time for the eCommerce platform by transitioning from JQuery to ReactJS, while using Context API for efficient state management (ReactJS, Stripe.js).
- Managed a pivotal role in team meetings, making crucial design decisions to shape the product's aesthetics, functionality, and overall user experience.

Leadership Experience

Stevens Institute of Technology

Hoboken, NJ

Course Assistant – CS546 Web Programming

May 2023 – Present

• Engineer automation modules, ensuring 100% accuracy for grading 300+ students' code (**Puppeteer, Canvas**).

Research Assistant – Scripted web-scraping tools to aggregate and analyze 70 million rows of table data.

Head Webmaster of Castle Point Anime Convention – Enhanced site performance, supporting 6000+ monthly visitors. *President of Badminton Club* – Boosted membership by 30% and organized 15+ tournaments.

Projects

EDH Top 16 (Data Aggregation Software) – Github | Site

- Cofounded an open-source data aggregator for 'Magic: The Gathering' tournaments, **garnering 40,000+ monthly visitors**, offering extensive tools for data management and retrieval (NextJS, TailwindCSS, PyMongo).
- Spearheaded site refactoring, **achieving a 50% improvement in performance and reliability** by modularizing the code, optimizing the project structure, and integrating the Context API with Next.js.

Artist Alley and Dealer's Room Web Tool

• Engineered a digital platform for managing artist and dealer documents, servicing 150+ vendors and facilitating over \$500k in merchandise sales (Flask, React, Docusign API).

Shima (Geolocation Pinger) – Github | Devpost

• Developed a breadcrumb-styled GPS pinging system for low-signal and remote areas, which secured first place at HackNJIT 2022, standing out among 200+ attendees for our 24hr prototype (Flutter, Google Maps API).