

Jayden Lim

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EDUCATION

University of North Carolina Chapel Hill

Chapel Hill, NC

B.S. Computer Science, B.S. Statistics, Minor in Chinese

Aug. 2022 – May 2026

3.77 GPA, Dean's List: fall 2022, spring 2023, fall 2023

Relevant Coursework: COMP 210. Data Structures | COMP 211. Systems Fundamentals | COMP 301. Foundations of Programming | MATH 347. Linear Algebra | MATH 381. Discrete Math | COMP 423. Foundations of Software Engineering | COMP 455. Models of Language and Computation | STOR 535. Probability for Data Science

Activities and Societies: Club Taekwondo | Asian Intervarsity Christian Fellowship Leader | HackNC/CDC Hackathon Competitor | Intramural Basketball | Intramural Soccer/Futsal | Intramural Sand Volleyball

EXPERIENCE

Undergraduate Teaching Assistant

Jan. 2023 – Present

UNC Department of Computer Science

Chapel Hill, NC

- Hold office hours and tutoring sessions to help students navigate Python programming and debugging processes.
- Assist the professor during lectures by reiterating and simplifying programming concepts for individual students.
- Collaborate with a team of UTAs to grade the assignments and tests of over 600 students.

Quality Assurance Intern

Jun. 2022 – Aug. 2022

Anewgo

Holly Springs, NC

- Conducted manual quality assurance tests for a new home marketplace web application.
- Engaged in active project management using Jira by Atlassian to submit issues and monitor team progress.
- Assisted the software development team by exposing 50+ bugs, e.g. discovered a bug in the implementation of a slider UI component and explained the flaw in the logic to a developer.

Mathematics Instructor

Sep. 2020 – Jun. 2022

Mathnasium

Apex, NC

- Worked both in-center and through the online platform handling an instructor-to-student ratio of 1:3.
- Tutored K-12 students of various math levels up to AP Calculus, emphasizing the development of metacognition.

PROJECTS

Personal-Portfolio Web App | *React, Javascript, HTML/CSS, Git*

Oct. 2023 – Present

- Develop a front-end web application using React, Javascript, and HTML/CSS.
- Utilize React Router to incorporate routing between multiple web pages.

Akari | *Java, JavaFX/CSS*

Nov. 2023 – Dec. 2023

- Recreated the Akari game using the Observer design pattern, Model-View-Controller design pattern, and JavaFX.
- Adapted my rendition of Akari to support puzzles of varying height and width on any window size using array-based matrices and specified CSS configurations.

Marco vs. Covid | *Python, Pygame*

Nov. 2022

- Built a 2D single player game featuring a keyboard-controlled sprite who attempts to dodge projectiles and increase user-score to reach harder levels.
- Implemented collision detection properties to register when the player is hit by a projectile.

TECHNICAL SKILLS

Programming Languages: Java, Python, JavaScript, HTML/CSS, C

Frameworks: React, JUnit, Angular

Developer Tools: Git, Docker, VS Code, PyCharm, IntelliJ, Command Line

Libraries: JavaFX, NumPy, Pygame

SOFT SKILLS

Spoken Languages: English: fluent | Mandarin: limited working proficiency | Spanish: limited working proficiency

Other: Articulate writer and public speaker | Problem solving | Teaching | Test-case writing | Team player | Verbal/Digital Communication | Time management | Interpersonal skills