# Jazlynn Fok

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Availability: July 2020 - December 2020

## Education

**Northeastern University, (Boston, Massachusetts)** — September 2018 - Present
*Khoury College of Computer Sciences* — Expected May 2022
*Candidate for a Bachelor of Science in Cybersecurity with a Concentration in Cyber Operations*

Honors: GPA 3.80/4.00, Dean's List

Relevant Courses: Object-Oriented Design | Algorithms and Data | Computer Systems |Theory of Computation | Networks and Distributed Systems | Cryptography | Cyberlaw | Fundamentals of Computer Science 1 & 2 | Foundations of Cybersecurity

**Herricks High School, (New Hyde Park, New York)** — September 2014 - June 2018
*Graduated with Regents with Advanced Designation and Honors, AP Scholar*

## Computer Skills

**Languages:** Java, Python, Ubuntu Linux, C, Racket, LaTeX
**Softwares:** Eclipse, IntelliJ IDEA, VirtualBox, DrRacket, IDLE, Microsoft Office Suite
**Systems:** Mac OS, Windows, Linux

## Academic Projects

**Mini-Shell** — September 2019 - December 2019
- Built a simple custom mini-shell using C and forking
- Enforced commands (cd, help, history, exit) without calling the built-in commands

**Custom Animation Editor** — May 2019 - June 2019
- Utilized Java/Swing to create an interface where the user could play, pause, loop, and adjust the speed of an animation with shapes
- Included functionality that allows user to add shapes and keyframes and modify a shape's size, position, and color

**Powerline** — January 2019 - April 2019
- Developed a game in Java in which the player aims to unscramble puzzle pieces and move the light source with a certain radius so that all pieces are lit
- Applied a breadth-first search algorithm for the light switch to reach and light up all puzzle pieces

**N - Bullets Game** — January 2019 - April 2019
- Pair-programmed a game in Java so that the user could shoot bullets to hit circles that randomly generated and moved across the screen
- Incorporated WorldImages to make circles, bullets, and game statistics visible on the screen

**Minesweeper** — January 2019 - April 2019
- Implemented this game using Java where a grid of cells is generated and random cells are assigned as mines
- Designed game so players gather information by clicking safe cells to reveal the number of mines within its radius

## Leadership Experience

**BAUS Counselor, (Carmel, New York)** — *Camp Counselor* — July 2016
- Orchestrated activities with two other co-counselors for each day, ensuring that there was no miscommunication and that all ideas were acknowledged and considered
- Prioritized the children's safety by adapting well to various situations, including crisis management, and actively tried to engage them in events/classes

**Overseas Youth Chinese English Camp, (Taipei, Taiwan)** — *Teacher/Instructor* — July 2015
- Collaborated with a team of four student instructors to teach students at a local Taiwanese elementary school about American culture and the English language
- Organized PowerPoint presentations, educational games, simple dances to American music, sports, etc. for each lesson to be productive and reach our goal of educating and engaging the children

## Additional Information

**Interests:** Puzzles, Card Games, Rubik's Cube, Super Smash Bros., Mario Kart, Overcooked, Mint-Flavored Food
**Languages:** English (Fluent), Chinese (Conversational)