

Jackie Cho

🏠 jackiewcho.com

✉ wjc368@nyu.edu

🐙 jcho124

in jackiewcho

WORK EXPERIENCE

Software Engineer Intern

May 2019 – Present | Houston, TX

NASA Johnson Space Center – Spacecraft Software Engineering Branch (ER6)

- Develop embedded C/C++ software for the auxiliary thermal loop controller in the Portable Life Support System for project Exploration Extravehicular Mobility Unit (xEMU).
- Integrate software into the NASA's simulation test framework (Trick) to provide testing and training of the Caution and Warning System functionalities.

Data Science/Software Engineer Intern

Jan. 2019 – May 2019 | Houston, TX

NASA Johnson Space Center – Spacecraft Software Engineering Branch (ER6)

- Develop recurrent neural network with LSTM units in MATLAB and Keras to classify person's physical and cognitive state with 96% accuracy.
- Extract raw physiological data with MongoDB and automate data preprocessing techniques, decreasing data cleaning time by 20%.
- Perform data wrangling steps for feature extractions and conduct a sensitivity analysis to make recommendations on their overall applicability, improving the network's accuracy rate by 17%.
- Support development of middleware solutions that integrate the biometric sensors and AI/Deep Learning algorithms to rest of the application.

Software Engineer Intern

Aug. 2018 – Dec. 2018 | Houston, TX

NASA Johnson Space Center – Center Operations Directorate (JA)

- Developed a large data visualization of NASA Wikis, improving navigation of 60,000+ pages/links and creating a foundation for future NASA projects.
- Utilized web scraping techniques to extract Wiki data with custom API, SQL, Docker and Python, creating an interactive visualization with a GUI in D3.js.
- Deployed a full-stack Wiki application that directly preprocesses data from MySQL server using Python, decreasing data management time by 30%.
- Tested an Automatic Machine Learning UI, H2O.ai's Flow, by converting Jupyter Notebook to Flow and identifying its benefits and potential users.

Software Engineer Intern

Jun. 2018 – Aug. 2018 | New York, NY

NOVO Consulting LLC.

- Developed a full-stack, multi-page web application that automates games and surveys previously done manually, decreasing performance time by 40%.
- Implemented ReactJS to improve workflow in front-end, built back-end queries to PostgreSQL with Node.JS, and deployed on Amazon Web Services.
- Self-managed the project and learned the necessary tools/framework on the job while efficiently communicating with a non-technical supervisor.

Software Engineer Intern

Jan. 2018 – Jun. 2018 | New York, NY

NYU Office of Residential Life & Housing Services

- Designed full-stack web applications for campus-wide use that manage housing applications, support center, and a forum.
- Improved UI/UX with HTML5, CSS3, JavaScript (ES6), and Bootstrap, while implementing an accessible, mobile-friendly design.
- Compiled and deployed with ASP.NET and AWS, while working with a team of developers and managing workflow with Git.

IT Specialist Intern

Summer 2017 | Seoul, South Korea

Severance Hospital of Yonsei University

- Assisted with computer configuration, troubleshooting software and network connectivity issues. Updated office computers to latest Windows operating systems using SCSM.

EDUCATION

New York University

2016–2021

B.A., Computer Science,
Mathematics

3.72 GPA, Dean's Honors List

Relevant Courses: Data Structure, Intro to Computer Science, Intro to Programming, Linear Algebra, Discrete Math, Calculus I, II & III

SKILLS

Languages:

Experienced: Python, HTML5/CSS3, JavaScript, MATLAB

Intermediate: C++, C, Java, C#, SQL, Processing, PHP

Library/Frameworks: Keras, TensorFlow, Pandas, Scikit-Learn, NumPy, ReactJS, jQuery, Bootstrap, Django, Unity, Node.js, D3.js, ASP.NET MVC, Trick

Databases: AWS, PostgreSQL, SQLite, MySQL, MariaDB

Tools/OS: Docker, Git, Jupyter, Octave, H2O Flow, Logger Pro, Arduino, MediaWiki, Visual Studio, UNIX, MacOS, Windows, Microsoft

PERSONAL PROJECTS

Today's

Nov. 2017

Web application that displays user's local time, location, weather, and a responsive to-do list, using Weather API, JavaScript, and HTML5/CSS3.

Zombie Island Escape

Ongoing

3D first-person shooter game where player must escape a zombie infested island under given time, built in C# and Unity.