Jackie Cho

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WORK EXPERIENCE

Software Engineer Intern   Jan. 2018 – Current | New York, NY
NYU Office of Residential Life & Housing Services

● Develop and design full-stack web applications for campus-wide use that manages students' housing applications, event commissions, and forum for discussing ideas and questions
● Optimize and improve front-end UI/UX of apps with HTML5, CSS, jQuery, and Bootstrap
● Compile and deploy with .NET MVC and Node.js, 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

● Analyzed administrative data and daily anesthesia units using Excel and R in the post-anesthesia care unit
● Assisted with computer configuration, troubleshooting software and network connectivity issues
● Responded immediately to emergency situations, with effective analytical and improvisational skills.

Web Developer/Partner   July 2015 - Sept.2016 | Amman, Jordan
Institute of Asian Culture & Development

● Built organization's website using HTML5, CSS, JavaScript, and Bootstrap, with a mobile friendly, responsive UI.
● Implemented a custom PayPal directory that helped direct donations for the development of a public library as part of an educational outreach project.

PROJECTS

Today's *Web Application*   Nov. 2017

Web app that displays the local time, location, weather, and a responsive to-do list, using Geolocation, Yahoo! PlaceFinder and Weather API. Built in JavaScript, HTML/CSS, Bootstrap, and jQuery.

Zombie Island Escape *3DUnity Game*   Ongoing

3D First-person shooter where player must escape a zombie infested island under given time, built in C# and Unity Implemented AI pathfinding using navmesh, self-recorded audio for 3D sound, and custom designed terrain.

Flappy Bird Clone *Android App*   Sept. 2017

Clone of the popular game Flappy Bird, with collision detection, scoring, and obstacle randomization. Built in Java and Android Studio.

EDUCATION

New York University
2016-2020
B.A, Computer Science/Mathematics
Minor in Physics
3.9 GPA, Dean's Honors List

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

SKILLS

Languages:
Proficient: Python, HTML/CSS, LaTeX
Experienced: Java, JavaScript, C#, R, Processing

Library/Frameworks: ASP.NET MVC, jQuery, Bootstrap, Node.js, Unity, Android Studio, p5.js

Tools: Git, Adobe InDesign, Photoshop, Illustrator, AWS, IntelliJ, Sublime Text

EXTRACURRICULARS

Medical Dialogue Review
Writer/Designer
Published a research article on the ethical issues of cancer screenings.
Assisted in designing article layout using Adobe Photoshop and InDesign.

WinC (Women in Computing)
Mentee
Meet with a mentor biweekly, discussing new opportunities in STEM and major progress

Tech@NYU
Member
Attend Hack Days and Design Days, learning and improving coding skills and projects