JEAN SUNG

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EDUCATION

Harvey Mudd College (HMC), Claremont, CA **May 2016**
B.S. Computer Science, Graduated with Distinction - Major GPA: 3.5
Harvey S. Mudd Merit Award (2012-2016), Dean's List (2014-2016)

SELECTED COURSEWORK

Advanced Algorithms | Domain Specific Languages | Data Structures | Interaction Design | Public Speaking
Digital Electronics & Computer Engineering | Linear Algebra & Differential Equations | Discrete Mathematics

SKILLS: Python | Java | C++ | Bash | LaTeX | MATLAB | Git | SVN

EXPERIENCE

Software Engineer @ Facebook, Seattle, WA **Starting Aug. 2016**
Algorithms Researcher, HMC **May 2016 - July 2016**
- Worked on approximation bounds and clustering algorithms for the reconciliation of phylogenetic trees
- Submitted *Clustering Algorithms for Maximum Parsimony DTL Reconciliations* to a journal for review

Software Engineering Intern @ zulily, Seattle WA **June 2015 - Aug. 2015**
- Conducted feasibility research on a price prediction model that resulted in saved company resources
- Designed, implemented, tracked results for several experiments involving novel ways of arranging the site

PROJECTS

Model Driving Creation (`https://github.com/jeansung/MDReadWrite`) **Jan. 2016 - May 2016**
- Creating an application to embed simple math models in text documents with an interactive component
- Wrote a wrapper for Tangle JS library to increase usability by non programmers

Sum Plus Plus (`http://jeansung.github.io/SumPlusPlus/`) **Sept. 2014 - Dec. 2014**
- Created a domain specific language to more cleanly express weighed sums with custom constraints
- Designed a translation suite for English rules to Excel formulas

Pipe Dream! (`https://itunes.apple.com/us/app/pipe-dream!/id947630499`) **Sept. 2014 - Dec. 2014**
- Created an educational iPad game to teach middle school students about computer security
- Gained experience in agile development process, teamwork, architecture design and user testing
- Winner of the 2015 Computer Science Dept. Wing Tam Award for Best Software Development Project

SERVICE

STEAM Coders Lead Instructor **June 2016 - July 2016**
- Taught programming and computing fundamentals to ~20 5th-8th grade students
- Coordinated logistics of briefing ~10 volunteers, acquiring materials and securing a space

Girls Who Code Lead Instructor **Dec. 2014 - May 2016**
- Created curriculum for teaching Scratch and basic computer science principles
- Taught Scratch and Python (using Codesters learning platform) to middle school girls
- Introduced greedy algorithms, divide and conquer and proof by induction

Computer Science Grader & Tutor **Sept. 2013 - May 2016**
- Assisted in Algorithms, Domain Specific Languages (DSLs), Data Structures, Software Development
- For DSLs, worked directly with professor to improve grading procedures and processes