

# Jeffery Tse

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## EDUCATION

**New York University, Tandon School of Engineering**  
*Bachelor of Science in Computer Science*

Brooklyn, NY  
May 2023

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## SKILLS

**Computer:** Python, C++, Java, JavaScript, HTML, CSS, git, LaTeX, React, Redux, jQuery, Kotlin, C, AWS Lambda, AWS S3, AWS IAM Roles, Flask, SQL, Unity, C#, Lightroom, Photoshop

**Language:** English, Mandarin, Cantonese

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## PROFESSIONAL EXPERIENCE

### Amazon

Seattle, WA

*Software Development Engineer Intern*

May 2022- August 2022

- Ranked music providers using dynamic user input and preprocessing latency data from Alexa Music APIs
- Produced an interactive visualization via AWS Lambdas, S3 buckets, and React
- Presented internal tool to department, driving improvements in business partner incentives

### NYC Department of Transportation

Manhattan, NY

*Software Engineer Intern*

June 2021 - March 2022

- Demonstrated basic skill of React, Redux, and Microsoft SQL database with a sample web app
- Collaborated through pair-programming to enhance .Net Core internal app to survey sidewalk accessibility
- Implemented new features of streamlined data entry, enhanced data visualization to improve experience

### Opal Inc.

California (Virtual)

*Backend Developer*

May 2021 - July 2021

- Collaborated with the front-end team to integrate the backend with the user interface
- Conducted research on the XRP Ledger to integrate it into a social and financial application
- Created the initial backend for the startup using Django framework

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## PROJECTS

### GroGetter

September 2022 - Present

- Developing a web app for tracking groceries using flask, MongoDB, React, Heroku, and pytest
- Implementing best practices for agile software development, including automated testing and version control

### NYU Self Drive

September 2020 - May 2022

- Initiated and collaborated on a self driving car simulation wrapped in OpenAI Gym environments
- Hosted virtual competitions with the platform, allowing for continuous progress even during the pandemic

### The Last Scroll

November 2022

- Collaborated with a team of 4 to create C# scripts on Unity for a ninja-themed platformer game on Itch.io
- Created animations using Gimp and Piskel for all the sprites and assets used in the game

### Unrailed Trail

December 2022

- Used Unity to create a touch-based endless scrolling game for Android called Unrailed Trail
- Designed and developed game mechanics and user interface to improve user experience

### Personal Website

January 2021 - Present

- Independently acquired and applied web dev skills to showcase responsive design and custom graphics
- Regularly maintain and update website while incorporating user-centric design for engaging user experience

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## LEADERSHIP EXPERIENCE

### NYU Hong Kong Student Association

March 2021 - Present

*President*

- Led 30-member board, planned events fostering cultural/community engagement for 200+ attendees

### NYU Institute of Electrical and Electronics Engineers

March 2021 - Present

*Vice President*

- Organized events for over 100 members, fostering technical skill development and industry networking