

Jeffery Tse

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EDUCATION

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

Brooklyn, NY
May 2023

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

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 my internal tool to the department providing incentives for business partners to improve

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
- Shadowed developers to learn DotNet Core; managed workflow with Azure Devops
- Implemented new features to improve the application's functionality and user 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

PROJECTS

GroGetter

September 2022 - Present

- Developing a web app for tracking groceries using flask, MongoDB, React, Heroku, and pytest
- Learning best practices for agile software development like 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 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

- Experimenting with web dev, especially with creative and artistic tools, by hosting portfolio on GitHub Pages
- Using inspiration from other artistic sites to make the website visually appealing and engaging

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