# **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#, OOP, ML, AI, Networking, 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 visualization of data optimized with machine learning 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 proficiency in 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

#### **PROJECTS**

GroGetter

September 2022 - May 2023

- 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 OpenAl 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

#### LEADERSHIP EXPERIENCE

# **NYU Hong Kong Student Association**

March 2021 - May 2023

President

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

## **NYU Institute of Electrical and Electronics Engineers**

March 2021 - May 2023

Vice President

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