

Jackie Lin

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EDUCATION

CUNY Hunter College

Bachelor of Arts in Computer Science, Minor in Math

Manhattan, NY

Expected Graduation: May 2027

- GPA: 3.5/4.0 | Dean's List: Fall 2024
- Relevant Coursework:** Data Structures & Algorithms, Object-Oriented Programming, Computer Architecture

EXPERIENCE

Software Developer Intern

Evergreen Investments

March 2025 – Present

Remote

- Currently developing and customizing **Zoho CRM integrations**, focusing on sales automation workflows and enhancing data management to optimize business operations
- Contributing to the building and management of **web and social media connections** by leveraging **APIs**, and automation tools to improve engagement and operational efficiency
- Applying **HTML, Java, PHP, and Python** in the creation of new applications and workflow automation solutions to streamline internal processes

PROJECTS

MediSync – HackNYU '25 | React, REST APIs, Firebase

[GitHub](#)

- Led a **team of 4** to design and build an AI-powered health assistant in under 36 hours, enabling **20+** participants to log symptoms and receive **personalized** health recommendations during the hackathon
- Built a **geolocation-based search tool** using **Firebase** and **Google Maps API**, enabling users to find nearby medical offices within a local radius; used **by 75%** of users, improving convenience
- Integrated **OpenAI API** to deliver symptom-based responses with **99% test-case accuracy** to enhance medical suggestion reliability and user trust

BreakDown – HackPrinceton '25 | HTML/CSS, JavaScript, Python, FastAPI, PyPDF2

[GitHub](#)

- Built a **FastAPI-based PDF upload system** by designing asynchronous REST endpoints and integrating HTML/CSS/JS to convert PDFs into structured JSON data for **study materials**
- Developed a **PDF parsing module using PyPDF2** by iterating through pages to extract both text and images, with custom metadata processing via Python's os and pathlib libraries
- Prototyped **LLM integration** by designing an API workflow that sends parsed JSON to an AI model for summarization and categorization, aiming to create an interactive, **tree-like study graph**

Interactive Pong Game | C++, Raylib

[GitHub](#)

- Implemented core gameplay mechanics, including ball and paddle motion with **collision detection**, ensuring smooth and **dynamic user interaction**
- Enhanced gameplay with real-time AI competition and randomized ball behavior, creating an engaging experience
- Achieved responsive performance with a consistent **60 FPS frame rate**, leveraging Raylib for efficient rendering and **object management**

PROFESSIONAL DEVELOPMENT

WEB 101 / TIP 101 Course

CodePath

November 2024 – Present

Remote

- Design and build **responsive** web applications using **HTML, CSS, and JavaScript**, incorporating advanced features like **Flexbox** and **Async/Await**, improving user experience and design
- Enroll in TIP 101 to deepen **problem-solving skills**, focusing on **algorithms, data structures**, and technical interview preparation for software engineering roles

TECHNICAL SKILLS

Languages: C++, Python, HTML/CSS, JavaScript

Tools & Frameworks: React, Git, GitHub, Linux, VS code, Netlify, Firebase, REST APIs