Jackie Lin

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EDUCATION

CUNY Hunter College **Manhattan, NY**
Computer Science B.A August 2023 - May 2027
Math Minor
GPA: 3.38
Relevant Coursework: Data Structures and Algorithms, Discrete Structures, Calculus I/II, Computer Architecture I, Matrix Algebra

TECHNICAL SKILLS

Languages: C++, Python, HTML, CSS, JavaScript
Tools and Libraries: GitHub, VS code

RELEVANT EXPERIENCE

Hunter College **Manhattan, NY**
Computer Science Club August 2024 - Present

- ➔ Collaborated on group projects and participated in coding competitions, fostering teamwork and problem-solving skills in fast-paced environments
- ➔ Engaged in peer-to-peer tutoring and knowledge sharing, contributing to a supportive learning community focused on enhancing technical proficiency
- ➔ Explored diverse perspectives from fellow CS majors, deepening understanding of various programming languages, algorithms, and data structures
- ➔ Strengthened communication and collaboration skills by working with classmates on complex technical challenges, improving coding techniques and problem-solving strategies

CodePath **Brooklyn, NY**
Web Development Course September 2024 - November 2024

- ➔ Built responsive and visually appealing web applications, increasing user engagement by applying core web technologies like HTML, CSS, JavaScript, and advanced concepts such as Flexbox, Async/Await, and CSS Animations
- ➔ Enhanced user experience by applying web design principles to create responsive layouts and optimize UI elements, leading to a 30% faster load time and improved usability
- ➔ Collaborated with peers on group projects to deliver quality web applications ahead of deadlines, honing team communication and technical problem-solving skills in a collaborative coding environment
- ➔ Developed interactive websites that improved usability and engagement by reinforcing front-end development and UI/UX design skills through hands-on experience

PROJECTS

Tortoise and Hare Competition

- ➔ Designed and implemented a race simulation in C++ featuring competitive interactions between a hare and tortoise, leveraging object-oriented programming principles (OOP) to create modular, reusable components for animal behavior and lane management
- ➔ Improved understanding of class design and modularity by creating distinct classes for each race participant and lane management, resulting in a flexible and extendable simulation structure
- ➔ Achieved accurate position tracking and collision handling by integrating robust boundary checks and display updates, allowing for clear and realistic race progression with output displayed to the console

Triangle By Turtles

- ➔ Developed a recursive Python program using the Turtle graphics library to generate visually complex, nested triangle patterns, enhancing skills in recursion and graphics programming
- ➔ Created two distinct designs—a single recursive triangle and a nested triangle pattern—allowing for customizable length and colors, resulting in dynamic visualizations that demonstrate the power of recursive structures in visual graphics
- ➔ Improved user interaction by enabling user-defined pattern size, which dynamically adjusts the triangle complexity based on input, showcasing proficiency in interactive graphics programming