

Jackie Lin

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EDUCATION

CUNY Hunter College

Computer Science B.A

Math Minor

GPA: 3.38

Manhattan, NY

Expected Graduation May 2027

Relevant Coursework: Intro to Computer Science, Software Design and Analysis I, Discrete Structures, Calculus I/II

TECHNICAL SKILLS

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

Tools and Libraries: GitHub, VS code

RELEVANT EXPERIENCE

Hunter College

Computer Science Club

Manhattan, NY

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

Web Development Course

Brooklyn, NY

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

[Pong Game in C++ with Raylib](#)

- Designed and implemented the **ball** and **paddle** classes with independent movement and **collision detection** for smooth gameplay. Created the ball's behavior with **random speed** and direction changes upon collisions, using **Raylib** functions to manage object drawing and screen rendering
- The project aimed to recreate the classic **Pong game** with added features such as real-time **player vs. CPU competition**, dynamic **scoring**, and **boundary interactions**
- Successfully created a functional **Pong game** with intuitive controls, real-time **score updates**, and responsive **AI opponent**. Achieved smooth performance with a target **frame rate of 60 FPS**

[Portfolio Website](#)

- The website features sections such as **About Me**, **Experience**, **Projects**, and **Contact**, all created with **responsive design** principles to ensure a seamless experience across different devices
- Key features of the website include a **hamburger menu** for mobile responsiveness, **smooth scrolling** between sections, and **interactive buttons** that lead to live projects and my **resume**. Each section is **animated** for a dynamic user experience, and the page transitions are enhanced with custom **CSS animations**
- This portfolio demonstrates my proficiency in **front-end development** using **HTML**, **CSS**, and **JavaScript** and my ability to build clean, user-friendly, and visually appealing web interfaces