Jackie Lin

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EDUCATION

CUNY Hunter College **Manhattan, NY**
Computer Science B.A *Expected Graduation: May 2027*
Math Minor
GPA: 3.5/4.00
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, Raylib

RELEVANT EXPERIENCE

Hunter College **Manhattan, NY**
Computer Science Club *Aug 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 *Sep 2024 - Nov 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 *Nov 2024*

- ➔ 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 *Dec 2024*

- ➔ 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 interface