Jackie Lin

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EDUCATION

CUNY Hunter College   **Manhattan, NY**
Bachelor of Arts in Computer Science | Math Minor   *Expected Graduation: May 2027*

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

TECHNICAL SKILLS

Languages: C++, Python, HTML, CSS, JavaScript
Frameworks: React.js
Tools: Git, GitHub, Linux, VS code, Netlify, Firebase, REST APIs

EXPERIENCE

Evergreen Investments   **Remote**
Software Developer Intern   March 2025 - Present

- Currently developing and customizing **Zoho CRM integrations**, focusing on sales automation workflows
- Expected to build and maintain **web and social media connections** by leveraging APIs and automation tools to improve engagement and system efficiency
- Will contribute to the development of **new applications and workflow automation solutions**, utilizing **HTML, Java, PHP, and Python** to create scalable and maintainable software

PROJECTS

MediSync - HackNYU '25 | React, Firebase, REST APIs   **GitHub**

- **Led** a team of 4 to develop an AI-powered health assistant, enabling users to **log symptoms** and receive severity-based health recommendations, **resulting in improved health decision-making**
- **Implemented** a location-based search feature, allowing users to find nearby medical offices based on their address, **enhancing user convenience**
- **Integrated** AI-generated responses with 99% accuracy, **improving the reliability** of symptom-based suggestions
- **Designed** a responsive and user-friendly UI, **enhancing accessibility** and engaging **20+ active users** during the hackathon

Chess Game in Javascript   December 2024

- Developed an interactive chess game with **drag-and-drop functionality**, enabling players to move pieces across a responsive chessboard interface easily
- Implemented turn-based gameplay with **player validation**, ensuring only the respective player's pieces could be moved, enhancing gameplay fairness
- Styled the game using **CSS** to create a **clean and centered layout**, with an information box under the chessboard showing the current player's turn and the winner

Pong Game in C++ with Raylib   November 2024

- 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 player experience**
- Achieved **responsive performance** with a consistent **60 FPS frame rate**, leveraging **Raylib** for efficient **rendering** and **object management**

PROFESSIONAL DEVELOPMENT

CodePath   **Remote**
WEB 101/ TIP 101 Course   September 2024 - Present

- 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