# Jackie Lin

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## EDUCATION

**CUNY Hunter College**                                                                                          Manhattan, NY
*Bachelor of Arts in Computer Science, Minor in Math*                              *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**                                                                        March 2025 – Present
*Evergreen Investments*                                                                                                     *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 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
- Integrated AI-generated responses with **99% accuracy**, improving reliability of symptom-based suggestions
- Designed a responsive and user-friendly UI, enhancing accessibility and **engaging 20+ users** during the hackathon

**Interactive Chess** | *HTML, CSS, JavaScript*                                                                     GitHub
- Developed an interactive chess game with **drag-and-drop functionality**, enabling users to move pieces across a responsive chessboard interface easily
- Implemented turn-based gameplay with **player validation**, ensuring the respective player's piece 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

**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**                                                                   November 2024 – Present
*CodePath*                                                                                                                          *Remote*
- Design and build **responsive** web applications using **HTML, CSS, and JavasScript**, 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