

Jackie Lin

jlin226859643@gmail.com | Brooklyn, NY | [LinkedIn](#) | [GitHub](#) | [Portfolio](#)

EDUCATION

CUNY Hunter College

Bachelor of Arts in Computer Science | Math Minor

GPA: 3.5/4.00 | Dean's List: Fall 2024

Manhattan, NY

Expected Graduation: May 2027

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

Incoming Software Engineer Intern

Manhattan, NY

March 2025

PROJECTS

["MediSync" - HackNYU '25](#) | React, Firebase, REST APIs

[GitHub](#)

- **Developed** an **AI-powered health assistant** enabling users to log symptoms and receive severity-based health recommendations
- **Implemented** a **location-based search feature**, allowing users to find nearby medical offices based on their address
- **Integrated AI-generated responses** that provided **99% accuracy** in symptom-based suggestions
- **Designed** a **responsive and user-friendly UI**, improving accessibility for **20+ 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

Hunter College

Computer Science Club

Manhattan, NY

August 2024 - Present

- **Collaborated** on team projects and **participated** in coding competitions, honing **problem-solving** and **teamwork** skills in fast-paced environments
- **Provided peer-to-peer tutoring**, fostering a supportive learning community and boosting **technical proficiency** among members

CodePath

WEB 101/ TIP 101 Course

Brooklyn, NY

September 2024 - Present

- **Designed** and **built responsive** web applications using **HTML**, **CSS**, and **JavaScript**, incorporating advanced features like **Flexbox** and **Async/Await**
- **Enrolled in TIP 101** to deepen **problem-solving** skills, focusing on **algorithms**, **data structures**, and technical interview preparation for software engineering roles