

# Jackie Lin

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## 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

**Tools:** Git, GitHub, VS code, Netlify

## EXPERIENCE

### Evergreen Investments

Incoming Software Engineer Intern

Manhattan, NY

March 2025

## PROJECTS

### [Portfolio Website](#)

December 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**
- This portfolio demonstrates my proficiency in **front-end development** using **HTML**, **CSS**, and **JavaScript** and my ability to build a clean, user-friendly, and visually appealing web interface

### [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 Course

Brooklyn, NY

September 2024 - November 2024

- **Designed** and **built responsive** web applications using **HTML**, **CSS**, and **JavaScript**, incorporating advanced features like **Flexbox** and **Async/Await**
- **Collaborated** on group projects, delivering high-quality applications ahead of deadlines and improving **UI/UX design** with interactive elements

TIP 101 Course

February 2025 - Upcoming

- **Enrolled in TIP 101** to deepen **problem-solving** skills, focusing on **algorithms**, **data structures**, and technical interview preparation for software engineering roles