Justin Sung

justinsungg@gmail.com | 🔗 https://www.linkedin.com/in/justinsungg/ | 🔗 https://github.com/jsungg | +1 (909)-450-6857

EDUCATION

University of California, San Diego   September 2017 - June 2021

B.S. Math-Computer Science 2021; GPA: 3.3

- Relevant Coursework: Analysis and Design of Algorithms, Advanced Data Structures using C++, Theory of Computation, Discrete Mathematics and Graph Theory.

EXPERIENCE

- **Wistly Front-End Development Intern**:
  (February 2020 - Present)
  - Contributed to developing the front end of the Wistly mobile app using React Native, Expo, Android Studio, and various APIs that lets users contact local couriers to send packages cheaper and faster than other alternatives.
  - Improved the functionality and mobile-compatibility of the company's webpage using React.js, HTML, and CSS to help users learn more about Wistly's product and brand.
  - Worked alongside designers in cross-functionality teams using Scrum as an agile process framework for better organization and work flow among team members.

PROJECTS

- **Whim**: **Instant Messaging Application**
  (August 2019 - November 2019)
  - Designed a Discord/Trello inspired instant messaging web application that lets users create micro-posts in message threads in order to improve collaboration and organization in work environments.
  - Implemented Redux to reduce bloated code in root file of component tree and deployed Ruby on Rails as a backend API for modifying PostgreSQL database via ActiveRecord.

- **Smash Social Circle GraphSearch**:
  (January 2019 - March 2019)
  - Created a C++ program that finds social circles within the local San Diego Smash community to generate team rosters with the greatest number of friends.
  - Utilized Twitter API to web-scrape Twitter player ids and followers from the San Diego Melee Community Twitter page to create a local player database.
  - Implemented a Kosaraju algorithm to organize players into different social circles by finding the strongly connected components in a directed graph to optimize search efficiency.

- **3-D Runner**: **A Unity Game**
  (February 2019 - April 2019)
  - Collaborated with team members to develop a game that utilizes procedural generation to create complex level design.
  - Utilized Git to manage a modular code repository shared by 15 team members.
  - Implemented gesture controls that allowed for a wider range of player movement such as jumping, dashing, and sliding.

SKILLS

- **Languages**: Python, Java, C/C++, Node.js, ARM Assembly, Javascript, Typescript, HTML, CSS
- **Relevant Technologies**: Linux, Git, Eclipse, Unity, REST API, Bash, Visual Studio Code, Expo
- **Frameworks**: React.js, React Native, Ruby on Rails, SQL, Bootstrap, ANT Design, Material UI, Axios

LEADERSHIP

- **Triton Melee Officer**: Video Game Club Officer (September 2018 - Present)
  - Organized and ran 50+-person tournaments with team-members at UCSD to increase a sense of community among Smash players
  - Volunteered alongside Triton Gaming officers to run large gaming events for UCSD students triannually to promote gaming culture.