JEONGWON NA

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SUMMARY

Aspiring Software Engineer and Computer Science student with a unique background in Design and Digital Management, bringing practical experience from the Technology Adoption team at Siemens.

EDUCATION

Bachelor of Computer Science, Technical University of Munich   Expected 2026
Relevant Coursework: Algorithm and Data Structure, Software Engineering, Database and Machine Learning

Bachelor of Contents Design, Seoul Women's University   2015 - 2020
Second Major: Digital Convergence Management
Minor: German Language and Literature
Relevant Coursework: Web/App Design, UI/UX, Product Planning and Digital Business Strategy

SKILLS

Technical Skills	Java, Python, HTML, CSS, JavaScript, React, SQL, git
Soft Skills	Problem-solving, Collaboration & Teamwork, Growth Mindset
Language	Korean(Native), English(C1), German(B2)

EXPERIENCE

Working Student   Oct 2023 - Present
Siemens, Technology Adoption Team   *Munich, Germany*

- Enhanced the stability and user experience of the large-scale Siemens Developer Portal by systematically resolving front-end bugs and UI inconsistencies.
- Successfully learned and applied React to migrate a legacy website into a modern, component-based application, improving its code maintainability
- Provided organizational support for a 10-month internal innovation program, Siemens Innovation & Technology Exchange (SITEX), facilitating the progress of 5 project teams composed of 36 participants.
- Conducted research and analysis on emerging technologies to provide the team with insights for strategic decision-making.

PROJECTS

Bachelor Practical Course Applied Machine Learning. Developed practical skills in the end-to-end ML workflow (data preprocessing, model selection, evaluation) by solving 10 prediction challenges using Python.

Immersive VR Game Development. Designed and developed two complete VR games from concept to prototype using Unity and C#. Implemented core gameplay mechanics, including physics-based interactions, combat systems, and user interfaces for the HTC Vive platform. [(Demo Video)](#)

User-Centric Learning Platform Concept. Led the strategic planning for a mobile learning platform for seniors, utilizing user research, SWOT analysis, and personas to define a detailed product roadmap and core feature set.

LEADERSHIP & EXTRA-CURRICULAR ACTIVITIES

- Awarded the Avanade STEM Scholarship, a program dedicated to supporting women in technology, for two consecutive terms.
- Taught physical computing and programming fundamentals to underprivileged children, developing an engaging curriculum to foster interest in technology.