Jacky Ng

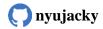nyujacky   JackyNg   jackyng.us

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Education

App Academy   Feb 2017 – May 2017
Full Stack Development OOP course with <3% acceptance rate 1000+ hour rigorous curriculum of TDD, REST, security, and web dev.

New York University   Sept 2012 – Sept 2016
Bachelor of Science: Chemistry
Minor: Computer Science and Mathematics

Experience

Salido (acquired by North American Bancard) – New York, NY
Product Engineer, Platform   Aug. 2018 – May 2020
  Developed features and ensured data integrity through validations and bug fixes for data reports, leading to 100% of correct data exports to clients. React, RoR, MongoDB, and Firebase were used, along with leveraging monitoring tools such as Sentry and Datapipes

Nielsen - New York, NY
Automation Engineer, Infrastructure   Mar. 2018 – Aug. 2018
  Automated AWS security group change alerts that utilized AWS lambda functions and AWS SNS through Terraform to allow updates to multiple AWS regions

  Managed the Data Transfer Service with 400+ clients, preventing outage and ensuring proper data delivery of 30 servers transferring 100,000 Mbps

Automation Engineer, Technical Operations   Nov. 2017 – Mar. 2018
  Took ownership of the incoming data streaming system which utilized AWS lambdas, EC2 instances, EMR clusters, and S3, taking part in rollouts to AWS AP and AWS EU regions

  Migrated clients to a different data stream consisting of Apache Flume & Flink, and Kafka for fault tolerant data delivery at very large scales, reducing 100% script restart rate to 0% failed sent requests

Outernets - New York, NY
Software Engineer   June 2016 – Oct. 2016
  Created an interactive visual display of a client's product using Unity 5 and MonoDevelop, leading to funding from McDonalds as the first major client, and team collaboration from Samsung

  Utilized ThreeJS, Unity, HTML5, and CSS to determine the most cost efficient and useful method of producing easily exportable and user-friendly apps

Clifford Ross Studio - New York, NY   Aug. 2015 – Nov. 2015
Software Engineer
  Ported and fixed any bugs of entire augmented reality app to Android, doubling number of users by not restricting app usage to iOS

  Quickly picked up C#, Unity 4 and 5, and MonoDevelop and took over debugging of any iOS issues until app was production ready, allowing app to adhere to production schedule and minimize costs

Additional Information

Languages: English (Native), Chinese (Cantonese-Native)
Skills: Ruby, React, JavaScript, SQL ,Redux, Java, C#, HTML/CSS/SCSS, Python, AWS(SNS, EC2, SQS, Lambda, S3, CloudWatch, EMR, Data Pipeline)