

Jacky Ng

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nyujacky



JackyNg



jackyng.us

Skills

Java
C#
Ruby
React.js
JavaScript
SQL
Flux
HTML/CSS
Python

Education

App Academy

Full Stack Development
(2017)
- OOP course with
- <3% acceptance rate
- 1000+ hour rigorous
- curriculum of TDD,
- REST, security, and web
- dev.

New York University

BS: Chemistry
Minor: Computer
Science and
Mathematics
(2012 - 2016)

Languages

English

Native Speaker

Chinese (Cantonese)

Native Speaker

Experience

Software Engineer

Outernets, New York, NY

June 2016 – Sept. 2016

- Created an interactive visual display of a major client's product using Unity 5 and MonoDevelop, paving the way for funding as well as interest in collaboration from Samsung and McDonald's.
- Utilized ThreeJS, Unity, HTML5, and CSS to test the most useful and fastest method of producing easily exportable and user-friendly apps that required the least amount of resources.

Software Engineer

Clifford Ross Studio, New York, NY

Aug. 2015 – Nov. 2015

- Ported and fixed any bugs of entire augmented reality app to Android, increasing number of users to 200% by not restricting application platform to iOS.
- Quickly picked up C#, Unity 4 and 5, and MonoDevelop to ensure a bug free launch and featuring of the application on Wired, as well as minimized costs and adhered to production schedule by overseeing debugging and feature development.

Projects

Strive – (RoR, JavaScript, React, CSS)

[Live](#) | [Github](#)

A full stack web app to connect athletes, inspired by Strava

- Keeps code DRY and efficient with reuse of components.
- Allows real-time planning and updates of routes and distances via React and Google Maps API.
- Secures user authentication by salting with BCrypt Ruby gem.

Ninja Brawl – (JavaScript, CSS, Easel.js)

[Live](#) | [Github](#)

A browser game built with JavaScript, CSS, and Easel.js

- Implement Easel.js to create smooth animations and fast rendering of objects and environments, making load times almost instantaneous.
- Utilize OOP for efficient code structuring and modularity to allow for easy feature additions as well as ease of debugging.