Jacky Ng

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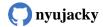
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Education

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

Outernets - New York, NY   May 2016 – Oct. 2016

Software Engineer

- 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 (Contract)

- Ported and fixed any bugs of entire augmented reality app to Android, doubling number of users by not restricting app usage to iOS

- Took over debugging of any iOS issues until app was production ready, allowing app to adhere to production schedule and minimize costs

- Quickly picked up C#, Unity 4 and 5, and MonoDevelop to ensure a bug free launch and featuring of app on Wired, as almost all issues were solved the day of the client's request

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 player versus player fighting browser game
    - Implement EaselJs to create smooth animations and fast rendering of objects and environments
    - Utilize OOP for efficient code structuring

Additional Information

Languages: English (Native), Chinese (Cantonese-Native)
Programming Languages: Ruby, React, JavaScript, SQL, Redux, Java, C#, HTML/CSS/SCSS, Python