Jacky Ng

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nyujacky



JackyNg

JN 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 - Oct. 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 determine the most cost efficient and useful method of producing easily exportable and user-friendly apps.

Software Engineer

Clifford Ross Studio, New York, NY Aug. 2015 – Nov. 2015

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 browser game built with JavaScript, CSS, and EaselJs
Implement EaselJs to create smooth animations and fast rendering
of objects and environments.

Utilize OOP for efficient code structuring.