

Jacky Ng



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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

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

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

Additional Information

Languages: English (Native), Chinese (Cantonese-Native)

Programming Languages: Ruby, React, JavaScript, SQL, Redux, Java, C#, HTML/CSS/SCSS, Python