

# 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  
GPA: 3.0  
(2012 - 2016)

## Languages

English

Native Speaker

Chinese (Cantonese)

## Experience

Native Speaker

### Software Development Intern

The Outernet, 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 determine the most cost efficient and useful method of producing easily exportable and user-friendly apps.

### Software Developer Intern

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

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

Strive

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.