

# Jacky Ng

Howard Beach  
NY 11414

(347) 633-3321  
jackyng94@gmail.com



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, WebGL, 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 EaselJS

- Implement EaselJS 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.