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 – 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

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, increasing number of users to 200% by not restricting application platform 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 the application 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 undates of routes and distances

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.