Jacky Ng

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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)
  Native Speaker

Experience

Software Development Intern

The 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 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
- o Keeps code DRY and efficient with reuse of components
- o Allows real-time planning and updates of routes and distances via React and Google Maps API
- o Secures user authentication by salting with BCrypt Ruby gem

Ninja Brawl

A browser game built with JavaScript, CSS, and EaselJs
- o Implement EaselJs to create smooth animations and fast rendering of objects and environments.
- o Utilize OOP for efficient code structuring.