

# Jeremy Ahn

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## EDUCATION

### Stony Brook University

BS in Computer Science

Aug 2016 - May 2020 (expected)

#### Coursework

Data Structures, Object Oriented Design, Discrete Math, Systems Fundamentals, Theory of Computation, Analysis of Algorithms, Computational Finance, Database Systems, Technical Communications, Cloud Computing, Computer Networks, Principles of Programming Languages

## EXPERIENCE

### Roblox

San Mateo, CA

#### Software Engineering Intern

(June 2019 - present)

- Ported functionality from separate Android and iOS codebases to single Universal App with a React-like Lua framework while adhering to strict design mockups and specifications
- Modified existing Java and Objective-C modules to create compatibility of certain features on the mobile applications
- Added to Roblox API C++ library used both internally and a large developer community

### DribbbleUp

Brooklyn, NY

#### Software Engineering Intern

(May 2017 - August 2017)

- Added new features for cross-platform React Native mobile application used by thousands of DribbbleUp product consumers
- Designed vector graphics and components to resemble existing layout of mobile application
- Modified and integrated Android modules in Java with React Native

## PROJECTS

### Course Site Generator

- Generates network of HTML, CSS, JavaScript pages based on user input
- Utilizes JavaFX framework for user-friendly website creation GUI

### DitchUnderflow

- Forum-esque web application with user registration, Q&A-based posting, and image uploading capabilities
- Created with Ruby on Rails for web application and PostgreSQL for database

## SKILLS

#### Computer languages

Lua, JavaScript, Ruby, Python, Java, HTML/CSS

#### Human languages

English (native), Korean (conversational)

#### Frameworks

Node.js, React.js, Ruby on Rails, JavaFX

#### Software

GNU Image Manipulation Tool, Perforce, Git