JUN IP

Herndon, Virginia

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Education

University of Virginia — Expected May 2027
Bachelor of Science in Computer Science - GPA: N/A — *Charlottesville, Virginia*

Northern Virginia Community College — Aug 2023 – May 2025
Associates of Science in Computer Science - GPA: 3.82 — *Potomac Falls, Virginia*

Relevant Coursework: Object-Oriented Programming, Data Structures and Algorithms, Calculus I, Calculus II, Calculus III, Linear Algebra, Discrete Mathematics

Certifications & Achievements:

- AWS Solutions Architect Associate - In Progress

Experience

Contracted Full Stack Developer — Aug 2025 - Ongoing
Everspring Imports — *Fairfax, VA*

- Developing wholesale e-commerce web application business solution for Everspring Imports
- Currently building frontend using Angular and Bootstrap, and SQL for databases
- Designing UI for home page and login page as well as focusing on security weaknesses through OWASP

Club President — Aug 2023 - May 2025
Tech Club @ NVCC — *Annandale, VA*

- Managed and lead Tech Club to create a community of other like-minded engineers from all backgrounds
- Tutored other students in computer science workshops through hands on problem solving
- Project lead and collaborated on semester project, a physics based game engine made from scratch in Java/Kotlin
- Participated and won AI bot path finding club competition programmed in C++

Software Developer — Sep 2022 - May 2023
Inventors and Innovations Team @ NVCC — *Annandale, VA*

- Collaborated in a team working with a professor to design and build a Learning Robot Prototype(SageBot), a learning robot that teaches students the aspects of STEM through imagination, interactivity, and in-depth content knowledge
- Tested prototype designs with an ESP-32 micro-controller wired on a breadboard imported with Arduino code and mounted onto a 3-D printed chassis included with 4 wheels and operated with 2 DC motors equipped with gearboxes
- Built edge detection system using infrared sensors which send software interrupts when robot gets too close to edges
- Created mobile app in `C#` implementing joystick user interface to allow control of robot through Bluetooth low energy

Projects

Physics based game engine | *Java, Kotlin* — Fall 2024

- Project lead in creating physics based game engine from scratch in Java and Kotlin
- Used as opportunity to teach new STEM members programming in our Tech Club
- Emphasized team-building and collaborative efforts from team members
- Implemented features in relation to vector based movement, camera movement, and physics calculations

Path finding Bot Simulation | *C++* — Fall 2023

- Participated and placed first place in bot battle simulation competition with an emphasis on path finding
- Using A star path finding algorithm to find shortest and most efficient path for bot
- Established in-game self-correcting steering to safely get from point A to point B

Technical Skills

Languages: Python, C++, Java, `C#`, JavaScript, HTML/CSS
Developer Tools: Visual Studio, PyCharm, Atom, jGRASP, Eclipse, Arduino IDE
Technologies/Frameworks: GitHub, Heroku, .NET Framework, Xamarin.Forms, Linux, Arduino, OpenCV, TensorFlow