Jasmine Shi

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EDUCATION

Carnegie Mellon University, Pittsburgh, PA

Bachelor of Science in Information System   **May 2027**

Relevant Coursework: Principles of Imperative Computation, Information Systems Milieux, Foundations of Software Engineering, Designing Human-Centered Software, Human information processing and artificial intelligence, Database Design and Development, Application Design and Development, Design of Artificial Intelligence Products, Interaction Design Fundamentals

RESEARCH EXPERIENCE

Food Engineering, Nutrition and Biochemistry (Fenbc), Researcher, Shanghai, China   **June 2022 - September 2022**

- Spent 80h cumulatively on researching and independent writing 7-page research, analyzing metabolism and health effects of nitrile, and work was accepted by FENBC
- Shi, Jiayang. "Nitrite Toxicity: Chemical Analysis, Metabolism, and Health Effects". Highlights in Science, Engineering and Technology, vol. 19, Nov. 2022, pp. 210-5, https://doi.org/10.54097/hset.v19i.2852

Variability Lab, Carnegie Mellon University, Research Assistant, Pittsburgh, PA   **January 2025 – Present**

- Conducting cohesive projects in FIT prototyping under the guidance of Prof. Andrew Begel, focusing on exploring techniques for flexible and interactive technology development.

PROJECT EXPERIENCE

Carnegie Mellon University, Interactive Website Designs   **Jan 2025 - Present**

UI/UX Designer

- Developed user scenarios and journey maps to guide the design of AI-enhanced user experience
- Created wireframes, applied human-centered design principles to create high-fidelity prototypes and final design using Figma

Replify - AI Chat Assistant Software   **Sept 2024 - Present**

Market Operations

- analyze social media performance metrics among TikTok and YouTube to refine content strategies
- Manage Discord and Telegram communities, created promotional videos for TikTok to boost brand visibility

Carnegie Mellon University, Fundamentals of Software Engineering (17-313)   **Sept 2024 – Nov 2024**

Backend Developer: NodeBB

- Collaborated with a team to enhance the NodeBB platform, focusing on user tag management features
- Development experience with a large code base, analyzed YAML files and traced symbols to implement backend logic, developed core logic for assigning default tags and ensured high code quality by passing SonarCloud checks

Carnegie Mellon University, Fundamentals of Programming and Computer Science (15-112)   **Sept - Dec 2023**

Game Developer: Slime Valley

- Developed using VSCode for 70h, applied complex algorithm to produce an interactive game
- Inspired by Stardew Valley on Steam, implemented effective UI, and all elements are original pixel-style art, and was selected for Term Project Showcase at 15112 Fall 2023

LEADERSHIP EXPERIENCE

Initiator & Operator of Official Account: Coldemistry, WeChat Official Account   **Sept 2021 - Jun 2023**

- Composed and published original articles, designed & produced original club souvenirs
- Spend 6 hours weekly exploring chemical theories in daily to popularize scientific knowledge

Chemistry Competition: Project Lead, WeChat Official Account   **Sept 2022 - Jun 2023**

- Promoted club in preparation for the UK Chemistry Olympiad competition, achieving two golds & four silvers (combine)
- Arranged weekly seminars to practice and discuss past papers; constant encouragement and experience sharing

SKILLS

Software: Google Workspace, Microsoft Office, Visual Studio Code, GitHub, LaTeX, Figma

Computer Language: Python, SQL, MQL, JavaScript, HTML5, CSS, C, Ruby, Ruby on Rails

Soft Skills: UI Design, Academic Research, Project Management, Scrum development, Event management, Performance Improvement, User Research, Wireframing, Prototyping, Journey Mapping, Information Architecture, Interaction Design