Jenny Peng

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Education

University of Washington **est. Sep. 2021 – June 2025**

Bachelor of Science in Computer Science, GPA: 3.81 (9x Dean's List) *Seattle, Washington*

Relevant Courses: Data Structures and Parallelism, Software Design & Implementation, Systems Programming, Database Management, Operating Systems, Distributed Systems, Machine Learning, Artificial Intelligence, Computer Security

Work Experience

Junior Software Developer | *Amazon* **Sept. 2023 - Present**

- Enhanced clarity and accessibility of web pages used by 300+ associates across 5 book manufacturing sites; wrote unit tests in React and Typescript, and communicated requirements with the PM, UX designer, and QA testing team.
- Reduced on-call load and average device downtime by 80% through implementing a new UI feature that leverages generative AI to give associates increased visibility into known technical issues.
- Migrated a printer configuration feature by updating GraphQL schema, a Golang microservice, backend Typescript service, Java client, and React frontend. Full-stack development within event-driven architecture.
- Eliminated 100,000 corrupt manufacturing requests in production by writing and executing a Python script for backfill.
- Provided crucial insights for a dashboard redesign by disambiguating legacy Java code and complex SQL queries.

Software Engineer Intern | *GoodRx* **June 2023 - Sept. 2023**

- Increased efficiency of incident investigation across all teams in the company by planning and implementing ownership attribution across GraphQL domains, creating custom metrics, and increasing granularity of Datadog monitoring to alert teams for issues actually relevant to them; delivered 4 weeks ahead of deadline.
- Designed new GraphQL schema and implemented query resolvers and API clients in TypeScript; added features that enable frontend clients to easily fetch a user's location information to surface relevant search results.
- Developed in a codebase emphasizing domain-driven design, and communicated across multiple engineering teams to understand and document data requirements.

Teaching Assistant | *Paul G. Allen School of Computer Science & Engineering* **Sept. 2022 - June 2023**

- Taught 30 students in a weekly review section. Held weekly office hours to answer individual student questions and assisted in debugging labs about buffer overflow exploits, cache policies, and dynamic memory allocation.
- Revised and wrote course materials; topics include introducing C, x86-64 assembly, number representation, memory management, basic computer architecture, and working in a Linux environment.

Projects

Distributed Key-Value Store | *Java, Lombok, JUnit* **May 2024**

- Implemented a linearizable, sharded key-value store with multi-key updates and dynamic load balancing, using the Paxos algorithm to create a replicated state machine.

NoBull | *React JS, TypeScript, HTML/CSS, Firebase, GPT* **Oct. 2023**

- Web app that combats the spread of misinformation by fact checking verbal claims made in Tiktoks.
- Received honorable mention for vitality track at Dubhacks, a twenty-four-hour hackathon.
- Led UI/UX design in a team of four, developed frontend with React and CSS, and created Figma prototype.

Quagga | *React JS, TypeScript, HTML/CSS, Firebase* **Oct. 2022**

- Trivia game web app that acts as a fun icebreaker to foster easier connections between strangers.
- Won **Slalom Game Jam Side Challenge** at Dubhacks, a twenty-four-hour hackathon.

Mob | *React JS, TypeScript, HTML/CSS, Firebase* **Oct. 2021**

- Web app that helps users decide where and when to eat with friends.
- Placed in the **top 3 finalists** for the studio track of Dubhacks and won **Facebook Social Good award** for designing inclusive features that help build connections.

Technical Skills

Languages: Java, SQL, C++, C, Javascript, TypeScript, Python, HTML/CSS
Developer Tools & Frameworks: GraphQL, React JS, Datadog, Jest, Node.js, DynamoDB, PyTorch, NumPy, Figma, Git, JUnit, Jira, Microsoft Azure