

JASMINE ZHANG

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<https://github.com/SparklyRainbows>

EDUCATION

UC BERKELEY CLASS OF 2023 AUGUST 2019- NOW

- Pursuing Computer Science major
- Enrolled in CS61A (Python) and EE16A (Linear algebra) in Fall

REDMOND HIGH SCHOOL SEPT 2015 –JULY 2019

- Straight As, SAT 1590 (out of 1600), SAT II: Math 800 (out of 800), Chemistry 800 (out of 800)
- National Honor Society member with more than 200 volunteer hours

WORKING EXPERIENCE

MICROSOFT INTERN JUNE 2019 – AUGUST 2019

- Wrote test cases and fixed bugs in C# to extract data accurately from Azure blob storage into datalake
- Used Python and PowerBI to extract data and create visual representation of Azure datalake data
- Utilized machine learning algorithms to analyze anomalies in billing statements data

MICROSOFT INTERN JUNE 2018 – AUGUST 2018

- Wrote JSON and PowerShell files to automate creation of Azure resources and deploy them
- Ran PS on specified virtual machines through VSTS release definition
- Wrote and integrated test cases into the release definition
- Used Rest API and PowerBI to gather and create detailed graphs and infographics on team's work items

OTHER CS EDUCATION/PROJECTS

USA CODING OLYMPIAD DEC 2017 – DEC 2018

- Promoted to Gold division in Feb 2018
- Promoted to Silver division with a perfect score of 1000 (Dec 2017)

COMPETITIONS

- QuickDraw: 2-4 player party game, led a team to win 1st place in Microsoft Hunt the Wumpus competition 2019;
<https://github.com/SparklyRainbows/QuickDraw>
- Osborne Odyssey: Action adventure game, led a team to win 1st place in Microsoft Hunt the Wumpus competition 2018;
<https://github.com/SparklyRainbows/Osborne-Odyssey>

SMART CODING SCHOOL OCT 2017 – JUNE 2018

- Data structures & algorithms (UW CSE373 equivalent), topics include Queue, Stack, Heap, Trees, Map, Set
- Sample code: <https://github.com/SparklyRainbows/SMART-files>

GIRLS WHO CODE SUMMER IMMERSION PROGRAM – AT&T JULY 2017 – AUGUST 2017

- Learned programming basics in Python, Website development, robotics
- Learned website creation: <https://github.com/SparklyRainbows/Website2>
- Created a platformer game with Unity: <https://github.com/SparklyRainbows/Polar-Bear-Platformer>

WANIC DIGIPEN VIDEO GAME PROGRAMMING | ART DESIGN JUNE 2016

- Created a shooting game with Java: <https://github.com/SparklyRainbows/Rainbow-Rush>
- Created art for games: <https://github.com/SparklyRainbows/Yarn-Rush>

SKILLS

- Languages: C#, Java, Python, PowerShell, SQL, USQL, Power BI & R
- Web Development: HTML, CSS, JavaScript
- Algorithms and Data Structures: Queue, Stack, Heap, Trees, Map, Set

OTHER

- Advanced violin player: Concertmaster in school orchestra, All State Symphony Orchestra
- Advanced art: Paintings displayed in Kenmore Juried Art Show and Bellevue Art Museum