JASMINE ZHANG

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EDUCATION

UC BERKELEY   AUGUST 2019 – JUNE 2022 (EXPECTED)

- Major**: Computer Science**, 3.95 GPA
- Relevant course work: Data Structures and Algorithms, Object Oriented Programming, Software Engineering, Linear Algebra, Discrete Mathematics and Probability, Computer Architecture
- Won 1st place in annual Bear Jams hackathon competition

SKILLS

- Languages: C#, Java, Python, PowerShell, SQL, Power BI & R
- Web Development: HTML, CSS, JavaScript
- Technologies: Azure, Restful API, USQL

WORK EXPERIENCE

TEACHING ASSISTANT, SMART CODING SCHOOL   JUNE 2020 – NOW

- Help students review programming topics in Python and Java
- Explain concepts and walk students through difficult programming problems

LEAD FACILITATOR, BERKELEY GAME DEVELOPMENT AND DESIGN DECAL   JANUARY 2020 – NOW

- Host lectures on game development and design topics twice a week
- Mentor students on game projects and help debug programming issues
- Manage logistics on lecture schedules, projects, and student grades

SDE INTERN, MICROSOFT   JUNE 2019 – AUGUST 2019

- 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

SDE INTERN, MICROSOFT   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

PROJECTS

PERSONAL WEBSITE (2020)

- https://sparklyrainbows.github.io/PersonalWebsite/index.html

RULES FOR ROBOTS (2020)

- Puzzle platformer game made in 48 hours for the GMTK game jam; https://funplings.itch.io/rules-for-robots

INTO THE DATING SIM (2020)

- Tactical dating sim and RPG; https://sparklyrainbows.itch.io/into-the-dating-sim

STEAL THE SPOTLIGHT (2020)

- Local multiplayer dungeon crawler; https://ericzeno.itch.io/steal-the-spotlight

S'WITCH (2019)

- Couch co-op twin stick shooter; https://sparklyrainbows.itch.io/switch

OSBORNE ODYSSEY (2018)

- Action adventure dungeon crawler; https://sparklyrainbows.itch.io/osborne-odyssey
- Won 1st place in Microsoft's Hunt the Wumpus competition