Jiaqi Duan

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EDUCATION

- **University of California, Santa Cruz** — Santa Cruz, CA
  Bachelor of Science in Computer Science and Bachelor of Art in Psychology — *Jul. 2020 – Dec.2022*

EXPERIENCE

- **Research Lead and Software Engineer: AI Pathway Team** — Santa Cruz, CA
  Tech4Good Lab at UCSC — *Jun. 2023 - Present*
  - Implemented LLM prompts for a ChatGPT application to design personalized learning curricula.
  - Led in-house research on utilizing LLMs for personalized, community-based learning experiences.
  - Advised and led a team of nine undergraduates in extracting "thank you" note recipients using the OpenAI API for the Gratitude application

- **Coding Instructor** — Sunnyvale, CA
  Code For Fun — *Feb. 2023 - Dec. 2023*
  - Conducted coding classes to diverse groups of students, ranging from age 6 to 17.
  - Covered Topics: Roblox Game Development, Programming with Minecraft, Scratch, Robotics, Python, React Web Development, Mobile App Development, etc.

- **Grader and Individual Tutor, C++ and Python** — Santa Cruz, CA
  University of California, Santa Cruz — *Apr. 2021 - Dec. 2022*
  - Tutored 200+ students and graded 500+ students' homework assignments across 7 quarters.
  - Delivered personalized instruction for advanced programming concepts, resulting in a 10% improvement in each student's quiz and coding assignment grades.

- **Back-end Developer Intern** — Remote
  WayOps — *Jul. 2021 - Aug. 2021*
  - Optimized EasyParking database with a streamlined Lucid Chart data model for backend efficiency.
  - Analyzed data with PostgreSQL and Azure Data Studio for performance improvements.
  - Collaborated with management, presenting concise insights to inform strategic decisions.

PROJECTS

- **Cat Memory Game** — React, JavaScript, CSS3, HTML5
  A multi-page cat-themed card matching game with scoring and timing feature
  - Conceptualized, designed and implemented the entire Cat Memory Game from scratch.
  - Proficiently managed DOM manipulation for smooth page transitions, enhancing user interaction.

- **Connect Four Game** — Python
  A board game where AI player, human player, or random player can play against each other
  - Implemented Alpha-beta Search Algorithm and Expectimax Search Algorithm for the AI player.

SKILLS

- **Programming Languages**: Python, Java, C++, C, JavaScript, HTML5, CSS3, React, Next.js, Lua
- **Operating Systems**: Unix/Linux, Windows, Mac OS
- **Development Tools**: XCode, Visual Studio Code, Vim, LaTeX, Docker, Github
- **Database Management**: PostgreSQL, MySQL, Azure Studio
- **Diagramming and Visualization**: Lucid Chart, Figma
- **Language Proficiency**: English, Mandarin, Cantonese