Jiahua "Aimee" Mai

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EDUCATION

California Polytechnic State University – *San Luis Obispo, CA*
Bachelor of Science in Computer Science / Graduated in June 2024
Relevant Coursework: Data Structures & Algorithms, Discrete Math, Software Engineering, Systems Programming, Operating Systems, Dynamic Web Development, Computer Networks, Cybersecurity
Programming Languages: C/C++, Python, Java, Assembly, Javascript, C#, HTML, CSS

PROJECTS

DOOZY – *January 2024 - June 2024*
- Developed a mobile app using React Native and Firebase for backend, allowing users to share tasks with friends.
- Integrated real-time database functionality to sync tasks across multiple users seamlessly.

SMISKI WORLD – *January 2024 - Mar 2024*
- Built a web application using Lit, Express.js, and MongoDB to help users track and manage their Smiski figure collections.
- Implemented CRUD operations for collections with a responsive UI, ensuring a smooth user experience.
- Integrated a backend system with MongoDB, allowing for efficient data storage and retrieval.

BILLIAM – *October 2023*
- Developed a Discord bot for movie recommendations using JavaScript and integrated randomization algorithms to suggest movies.
- Added functionality to manage watched and unwatched movie lists, using Node.js for seamless user interaction.

SLOCALS – *April 2023 - June 2023*
- Collaborated with a team of 5 to create a dynamic travel recommendation site using Vue.js and JavaScript.
- Designed an intuitive UI that allows locals to curate personalized restaurant and attraction lists.

PRODUCTIVE INSTAGRAM – *April 2023 - June 2023*
- Conducted user research to identify pain points for task management within Instagram, leading to the design of a To-Do feature.
- Created low-to-high fidelity wireframes and prototypes using Figma, ensuring seamless integration within the Instagram UI.

ADDITIONAL

SLO HACKS – *May 2023*
- Developed a space tower defense game using Pygame for the hackathon's "Space Jams" theme.
- Collaborated with a team of 4 to ensure smooth gameplay and intuitive controls, optimizing game performance for a better user experience.

GMTK GAME JAM 2023 – *June 2023*
- Created a Tamagotchi-inspired game using Unity and C#, focusing on the theme of roles reversed (where the plant cares for the owner).

SB HACKS X – *Jan 2024*
- Won first place in the Game and Entertainment category by recreating the game "Bang" using computer vision and AI.
- Implemented a hand gesture recognition system using OpenCV, allowing players to interact with the game via hand movements.
- Developed an AI-controlled enemy for real-time gameplay, enhancing the challenge and competitiveness of the game.