Jasmine Irada

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EDUCATION

University of California, Irvine, Irvine, CA   June 2020
Bachelor of Science, Computer Science   GPA: 3.2

Awards & Achievements: ICS BRAID Grace Hopper Celebration Scholarship (2019), AthenaHacks Best Game (2019), CSULB ExploreCSR Participant (2019), Dean's Honor List (Fall 2016)

SKILLS

Experienced: Python, Java, C/C++
Familiar: Git, C#, SQL, TypeScript, JavaScript, HTML, CSS, Bootstrap, Angular, jQuery, Linux
Tools: GitHub, VS Code, IntelliJ, Android Studio, MySQL, Unity, Visual Studio, Krita, Inkscape, Vim

PROJECTS

Fabflix: A Fabulous Movie Shopping Website   March 2020 – June 2020
- Implements modern data management techniques including database connectivity, microservices architecture, extending database functions, database administration, and XML
- Developed from the ground-up, contains layers of security measures, dynamic content and an accompanying **Android** Application
- Technologies include **HTML, AJAX, Java Servlets, SQL queries, AWS,** and **Apache Tomcat**

Healthwise: Admin Dashboard Web and Mobile App Team   January 2020 – June 2020
- **Group of 9** research project under Professor Dutt in IoT healthcare that provides heterogeneous medical and environmental data for professionals conducting field studies
- Uses ubiquitous monitoring and micro intervention in watches and ring sensors
- Programming in **TypeScript, HTML, CSS**, using **Angular** and **Cordova**
- Generated a dynamic, customizable UI, created JSON schemas, auto-saving features, and tools for analysis

Search Engine in Python   January 2020 – March 2020
- Designed efficient data structures, devised efficient file access, balanced memory usage and response time
- Developed from the ground up and capable of handling 50,000+ documents of web pages
- Developed under harsh operational constraints and has a query response time under 300ms

Machine Learning Predictive Model for Determining Healthy Counties in the U.S.   February 2019 – March 2019
- Our **team of 5** implemented random decision forests using **Python**'s scikit-learn to gauge a county's health based on the USDA's Food Environment Atlas dataset
- Wrote **Python** scripts for CSV parsing and splitting relevant information
- Researched logistics, demographics, and other valuable resources to highlight causes for disparities in national health

SOFTWARE DESIGN

Best Game at AthenaHacks: Escaping the Negativity   April 2019
- **Team of 2** created a maze game symbolizing an unsettling mind to increase support in mental health
- Inspired by research on challenges for women in technology
- Programmed in **C#** using **Unity3D**
- Designed artwork, textures, atmospheric and sound design in **Krita**, **Unity**, and **Audacity**

CSULB ExploreCSR: RefresHer   February 2019
- A mobile STEM planner and network that supplements women empowerment, health, and well-being
- Researched in a **group of 4** with informatics professors using **UI/UX design** principles
- Designed high-fidelity prototypes in Proto.io

EXTRACURRICULARS

UCI Circle K International, Irvine, CA, – *Change Thru Games VI Marketing Intern, CK-IDOL Winner*   April 2019 – June 2020
Kababayan at UCI, Irvine, CA – *Coalition Liaison Intern, Publicity Intern*   January 2018 – June 2020
Women in Information and Computer Sciences, Irvine, CA – *General Member*   September 2016 – June 2020
Video Game Development Club, Irvine, CA – *General Member*   September 2016 – June 2020