JACKIE AU

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EDUCATION

University of California, Davis | B.S Computer Science   Sept 2016 – Dec 2020
Relevant Coursework: Data Structures, Algorithms, Object Oriented Programming, Operating Systems, Artificial Intelligence, Web Development, Computer Networking, Software Engineering

TECHNICAL SKILLS

Languages: JavaScript ES6, HTML 5, CSS 3, C, C++, Java, Python 3, SQL
Frameworks/Systems: React, Bootstrap, Figma, Node.js, .NET Core, Git

ACTIVITIES

Tau Kappa Epsilon   Dec 2017 – June 2018
Secretary
- Maintained schedules, meetings, and attendance for a fraternity of 55 members
- Increased total active membership participation which resulted in raising $10,000 for St. Jude Children's Research Hospital over a 2 month period

Make-A-Wish   March 2019 – March 2019
Volunteer
- Communicated with Home Depot supervisors and helped remodel a family's backyard
- Led a team that constructed a sandbox and installed new sod

ADDITIONAL

Skills: Detail Oriented, Team Leader, Teamwork & Cooperation
Languages: Cantonese

PROJECTS

Davis Deals (React) | *https://github.com/ausomely/davis-deals*   2021
- Created a web application that shows weekly restaurant and bar deals in Davis, CA
- Designed an aesthetic frontend interface with original icons using Figma
- Prototyped and developed a responsive app using React and backend JavaScript

Hack Davis PairItHub (Bootstrap, .NET core) | *https://github.com/ausomely/Hack-Davis-PairItHub*   2020
- Created a .NET core web browser app that served as a community based platform that allowed users to search for teammates for future Hack-A-Thons
- Used Bootstrap for the user interface

Q Learning Pong AI (PyTorch, Google VM) | *https://github.com/ausomely/q-learning-pong*   2020
- Created a Deep Q Learning AI to play pong against other pretrained models using PyTorch
- Trained an AI model using Google VM

Warcraft II Multiplayer (Boost Asio, Protobuf) | *https://github.com/ausomely/w2-multiplayer-support*   2019
- Created a game client server, using Boost Asio, that managed connected clients and allowed them to host/join lobbies or start/play games
- Established a TCP connection to communicate between the game client and a web server database to authenticate JSON objects of user profiles
- Extracted game cycle inputs from clients and placed them into protobuf packages that were sent to the server and back to all clients