

Jasmine Baig

Software Developer

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EDUCATION

York University

Bachelor of Science in Computer Science

Ontario, CA

Expected April 2022

EXPERIENCE

Information Technology Support Specialist

York University

Sep. 2018 – August 2021

Ontario, CA

- Communicate with managers to set up campus computers used on campus
- Assess and troubleshoot computer problems brought by students, faculty and staff
- Maintain upkeep of computers, classroom equipment, and 200 printers across campus

PROJECTS

Latent Semantic Analysis | *Python, Jupyter, numpy, scipy, sklearn, matplotlib*

April 2021

- Created a Latent Semantic Analysis algorithm for an English Wikipedia Dump text corpus of 490,000 documents in jupyter
- Used sklearn to create a sparse matrix representation of the top 10,000 most frequent words in a vocabulary from all the documents
- Developed an algorithm to create the Positive Pointwise Mutual Information matrix from the sparse matrix of the top 10,000 most frequent words
- Developed a Matrix Factorization algorithm with Stochastic Gradient Descent from scratch using numpy
- Visualized the top 300 most frequent words among 490,000 documents on a 2D graph using t-SNE

Simple Tetris | *Python, pygame*

Sept 2020

- Created tetris using Python and Pygame
- Developed scoring function to compete with ones self or others.
- Developed option to choose multiple difficulties and a scaling difficulty to allow for the game to be more challenging and less monotone.

Real time Chat App | *GO, React.JS, JS, JSX, HTML, SCSS, Docker*

June 2021

- Created a real time chat using Go for the backend and React.JS for the frontend
- Used Docker to deploy on Heroku
- Uses websockets to allow for instant communication between clients
- Speak with large groups of people in public rooms or with a single person in private messages

TECHNICAL SKILLS

Languages: Python, GO, Java, C++, C, JavaScript, HTML, CSS, SQL, R, OLAP

Developer Tools and Platforms: Git, Docker, Netlify, Heroku

Libraries and Frameworks: pandas, NumPy, Matplotlib, scipy, sklearn, react.js, pygame