# Jasmine Baig

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## Education

**York University** Ontario, CA
*Bachelor of Science in Computer Science* *Expected April 2022*

## Experience

**Information Technology Support Specialist** Sep. 2018 – August 2021
*York University* *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 2020

- 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
- Developed a Matrix Factorization algorithm with Stochastic Gradient Descent from scratch using numpy
- Visualized the top 300 most frequent words on a 2D graph using t-SNE

**Simple Tetris** | *Python, pygame* Sep 2020

- Created tetris using Python and Pygame
- Contains scoring function to compete with yourself or others.
- Contains multiple difficulties and a scaling difficulty to allow for it to be more challenging and less monotone.

**Real time Chat** | *Golang, React.JS, JS, JSX, HTML, SCSS* June 2021

- Created a real time chat using Golang for the backend and React.JS for the frontend
- Allows for creation of channels to allow specific users in each, sending and receiving of images
- Allows for sending and receiving of images, videos, GIFs, etc.

**Shoot 'em Up Game in Unreal Engine** | *Blueprint, C++* Sep 2020

- Created a first person shoot 'em up game in Unreal Engine using Blueprints and C++
- Contains scoring mechanic to allow for competing with others and challenging oneself.
- Degrees of randomization of enemy spawns, health and damage to allow for more or less difficulty with less monotone game play.

## Technical Skills

**Languages**: Python, Java, C, C++, JavaScript, HTML, CSS, SQL, R, OLAP
**Developer Tools**: Git, Docker
**Libraries**: pandas, NumPy, Matplotlib, scipy, sklearn, react.js, pygame