

# Grace Jin

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## EDUCATION

**Cornell University**, College of Engineering, Ithaca, NY  
B.S., Computer Science, Minor in Artificial Intelligence

**Expected Graduation: May 2027**

**Courses:** Analysis of Algorithms, Foundations of AI, Data Structures and Algorithms, Systems Programming, Embedded Systems, Digital Logic and Computer Organization, Web Development, Computer Graphics

**Organizations:** Rewriting the Code, Women in Computing at Cornell, Association of Computer Science Undergraduates

## SKILLS

**Computer Languages:** Python, C, C++, Rust, Javascript, Typescript, Java, OCaml, Verilog, ARM Assembly, HTML, CSS

**Frameworks & Web Technologies:** React Native, Django, Three.js, Next.js, Langchain, WGSL, Vulkan, WebGL, OpenGL

**Development Tools:** Git, Github, Linux, Gradle, Unity, Figma, Blender

## EXPERIENCE

**Cepton**, San Jose, CA, *Software Engineering Intern*

**May 2025 – Present**

- Greatly enhance synthetic LiDAR simulator with accurate real-world scan data by encoding live PCAP data into bitmap depth images and building end-to-end AR simulator pipeline
- Optimized WGSL compute shaders for parallel processing of thousands of LiDAR points in real time, reducing latency for high-fidelity simulation

**Robotoullie LLM Project**, Cornell University, *Undergraduate Researcher/Software Developer*

**August 2024 – Present**

- Built a domain editor from scratch to generate thousand-line JSON specifications for an LLM asynchronous planning benchmark, reducing manual coding effort by over 75%
- Expanded training task variety by implementing 20+ custom interactive elements in PDDL enabling robust adaptive learning

**Cornell Space Systems Design Lab**, Cornell University, *Software Developer/Publicity Lead*

**January 2024 – Present**

- Ensure that mission-critical flight software does not fail in space through rigorous embedded integration testing protocols
- Lead the development of two high-impact websites featured in the Cornell Chronicle

## PROJECTS AND LEADERSHIP

**Ray Tracer** | C++, CUDA

**July 2025 - Present**

<https://github.com/gracejinsotruer/Ray-Tracer>

- Build multithreaded C++ ray tracer with BVH acceleration for efficient ray-object intersections and recursive ray bouncing
- Migrating to CUDA for GPU acceleration, targeting 10x performance improvement over CPU implementation

**Zoodini - Game Design Initiative at Cornell** | Java, LibGDX, Tiled

**January 2025 – June 2025**

<https://gdiac.cs.cornell.edu/gdiac/showcase/gallery/zoodini/>

- Led an Agile team of 6 to develop a 20+ level co-op stealth game, developed a guard AI module with A\* pathfinding

**NeuroScent - MIT Reality Hack “Smart Sensing” Winner** | C#, HLSL, Arduino, OpenBCI, Unity

**January 2025**

<https://devpost.com/software/neuroscent>

- Led team of 5 to develop award-winning olfactory biofeedback system that processes live OpenBCI Galea biosensor data (EEG, PPG, EMG) through Unity VR environment to enhance mental well-being via automated aromatherapy
- Integrated Unity to render calming environments and trigger Arduino-controlled scent diffusers upon detecting abnormal biofeedback (i.e. hyperventilation)

**Cornell Creative Technology Lab - Teacher’s Assistant** | C#, Unity

**October 2024 – Present**

- Developed 3D physics visualizations for Gauss's law, electric flux, and EM waves for 500+ student Cornell electromagnetism course, funded by teaching grant for exemplary educational projects

**Cornell XR (AR/VR) Project Team Co-Founder** | Python, C#, Unity, Meta Quest

**October 2023 – Present**

- Lead the development of virtual reality projects and implement AR/VR solutions across 5+ campus organizations
- Led the initiative to secure official Cornell Engineering project team status for our 30+ member group

**Computer Science Content Creator**

**August 2019 – Present**

<https://www.instagram.com/veygrassssss/>

- Post various aspects of computing regularly to an audience of 20,000+ followers, 10 M+ accounts reached, and 3 M+ views.