# Grace Jin

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## EDUCATION

**Cornell University,** College of Engineering, Ithaca, NY **Expected Graduation: May 2027**
Bachelor of Science, Computer Science, Minor in Artificial Intelligence
***Relevant Courses:*** Object Oriented Programming and Data Structures, Functional Programming, Embedded Systems, Digital Logic and Computer Organization, Digital Product Design, Linear Algebra, Introduction to Computer Graphics
**Organizations:** Rewriting the Code, Women in Computing at Cornell, Association of Computer Science Undergraduates

## EXPERIENCE

**Wabi Skincare,** *Full Stack Engineer* **February 2025-Present**
- Duties involve fetching data from Firebase, scraping data from skincare sites, and implementing recommendation algorithms.
- Maintain a Next.js and TypeScript web application and conduct bug fixes.

**Millenium,** *Data Engineering Contractor* **October 2024-Present**
- Drive a market sentiment analysis by leveraging publicly available financial data and sentiment indicators to evaluate outcome impacts, presenting insights bi-weekly to business sponsors for financial outcome strategic alignment.

**Robotoullie LLM Project,** *Software Developer* **August 2024 - Present**
- Collaborate with a team of 12 developers and designers to design and implement 10+ custom interactive elements for Robotouille in PDDL, expanding its LLM training task variety by 35%, subsequently contributing to more robust and adaptive model learning.
- Integrate an OAuth system with PostgreSQL, creating secure and unique login sessions for each client within Robooullie's environment.

**Alpha CubeSat Mission**, Cornell University, *Undergraduate Researcher/Publicity Lead* **January 2024 - Present**
- Optimize the mission's website loading speeds by 20%, and designed promotional graphics and mission patches, effectively increasing awareness of the satellite project to over 80 people. Regularly maintain and update the main page to ensure performance and fresh content.
- Conduct thorough testing protocols for flight software, including embedded integration testing to ensure mission readiness.

**UCSB ACTION AI Institute,** Santa Barbara, CA, *Software Engineering Intern* **June 2024 - August 2024**
- Develop a Linux terminal-based program incorporating GDB and RR debugging techniques to find root vulnerabilities in C/C++ source code for UCSB's Security Lab in collaboration with professors and graduate students.
- Built a Python web scraper with BeautifulSoup to clean and collect 500+ MITRE CWE entries, used to fine-tune a GPT-4o-Mini model that outperformed the base GPT by 10-18%

## PROJECTS

**NeuroScent - MIT Reality Hack "Smart Sensing" Winner** | *C#, OpenBCI, Unity* **January 2025**
- Developed "NeuroScent," an XR biofeedback system integrating multimodal human sensing, olfactory stimuli, Varjo HMD (vision), and OpenBCI Galea biosensors (EEG, PPG, EMG) to enhance mental well-being through scent-driven biofeedback in virtual environments.
- Engineered a custom olfactory display using ESP32, ultrasonic atomizers, and Unity integration to deliver scents based on real-time biosensor inputs, leveraging Unity and C# scripting for a hands-free immersive environment.

**Interactive AI Companion** | *Node.js, Python, JavaScript, Google Cloud APIs* **November 2024**
- Use Google Cloud Speech-to-Text, Google Cloud Text-to-Speech, and OpenAI GPT-3.5 to develop a full-stack, voice-interactive 2D animated character program for real-time voice input transcription and AI voice output.
- Build and integrate a Node.js backend and JavaScript frontend to handle audio file uploads, API interactions, and dynamic voice responses.

**Intelligent Scissors** | *Java, Swing`* **May 2024**
- Developed a Swing-based image cropping tool with an intelligent scissors option, leveraging Dijkstra's algorithm for efficient edge detection, enabling users to efficiently crop and save selected portions of images as transparent PNGs, enhancing output quality.

**NASA Consortium Technical Animation** | *Blender, Python* **March 2024**
- Modelled the Monarch Chipsat and a 1:100 scale ratio of the Shackleton Crater on SOLIDWORKS and Blender, creating a visual demonstration for the Chipsat's launch onto the moon.

## LEADERSHIP AND INVOLVEMENT

**Cornell Creative Technology Lab,** *Creative Technologist* **October 2024 - Present**
- Developed 3D physics animations in Unity and C# featuring models such as charges moving through electric fields.
- Integrated animations into lectures for a 400+ student electromagnetism course at Cornell.

**Cornell XR (AR/VR) Club,** *Design Lead* **October 2023 – Present**
- Managed a 3-D Unity-based escape room project with multi-user support, enhancing team skills in interactive game development.
- Lead board meetings with a team of 10 for updates, discuss technical projects and recruit members, doubling team size.

**Computer Science Content Creator** **August 2019-Present**
- Post various aspects of computing regularly to an audience of 20,000+ followers through videos and posts, yielding over 3M+ views.

## SKILLS

**Programming Languages**: Python, Java, Kotlin, HTML, CSS, Javascript, Typescript, C++, C, OCaml
**Developer Tools:** React, Git, Next.js, Three.js, MySQL, RESTful API, Flask, Bash, VsCode, JavaFX, Langchain/Langgraph
**Libraries:** Pandas, Matplotlib, Neo4j
**Other:** Linux, Verilog, RISC-V, Blender, Figma, GNU Debugger, SOLIDWORKS, Arduino/TeensyDuino, Adobe Photoshop, Electronics Soldering