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
Courses: Analysis of Algorithms, Foundations of AI, Data Structures and Algorithms, Systems Programming, Embedded Systems, Digital Logic and Computer Organization, Digital Product Design, Web Development, Linear Algebra, Computer Graphics
Organizations: Rewriting the Code, Women in Computing at Cornell, Association of Computer Science Undergraduates

SKILLS

Computer Languages: Java, Python, Rust, WGSL, HTML, CSS, Javascript, Typescript, C, C++, OCaml, Verilog, ARM Assembly
Tools: Git, Linux, Gradle, Pandas, Three.js, Matplotlib, NLTK, Neo4j, Langchain/Langgraph
Frameworks: React Native, Next.js, Node.js
Other: Unity, OpenGL, WebGL, Figma, Blender, RISC-V Instruction Set Architecture

EXPERIENCE

Cepton, San Jose, CA, *Software Engineering Intern*   **May 2025 – Present**
- Majorly enhanced a GPU-accelerated LiDAR simulator by optimizing WGSL compute shaders to process point clouds of 300,000+ 3D points in real time across 1000+ parallel workgroups.
- Encoded captured LiDAR PCAP data into bitmap textures and integrated them as AR overlays to enhance synthetic LiDAR simulations with accurate real-world scan data.

Robotoullie LLM Project, Cornell University, *Undergraduate Researcher/Software Developer*   **August 2024 – Present**
- Collaborate with a team of 12 to 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
- Designed and integrated a domain editor for JSON specifications from scratch, reducing manual coding effort by over 75%

Cornell Space Systems Design Studio, Cornell University, *Software Developer/Publicity Lead*   **January 2024 – Present**
- Conduct thorough testing protocols for flight software, including embedded integration testing to ensure mission readiness
- Lead the development of two websites: improving Alpha CubeSat's site loading speed by 20%, and building a React web app for SSDS's lightsail team, featured in the Cornell Chronicle

UCSB ACTION AI Institute, Santa Barbara, CA, *Software Engineering Intern*   **June 2024 – August 2024**
- Develop scripts incorporating GDB and RR debugging techniques to find root vulnerabilities in C/C++ source code for UC Santa Barbara's Security Lab in collaboration with professors and graduate students
- Web scraped and cleaned 500+ MITRE CWE entries to fine-tune GPT-4o-Mini, boosting performance 18% over base GPT

PROJECTS AND LEADERSHIP

Zoodini - Game Design Initiative at Cornell | *Java, LibGDX, Tiled*   **January 2025 – June 2025**
https://gdiac.cs.cornell.edu/gdiac/showcase/gallery/zoodini/
- Built a co-op stealth game with 20+ levels with a team of 6 via Agile methodology
- Developed an AI-based guard module using Java with A* algorithm, and integrated all art into Tiled for scalable level editing

NeuroScent - MIT Reality Hack "Smart Sensing" Winner | *C#, HLSL, Arduino, OpenBCI, Unity*   **January 2025**
https://devpost.com/software/neuroscent
- Developed "NeuroScent," a VR biofeedback system integrating olfactory stimuli, Varjo HMD, and OpenBCI Galea biosensors (EEG, PPG, EMG) to enhance mental well-being through scent-driven biofeedback in virtual environments
- Integrated Unity with custom C# scripting to deliver visual cues based on real-time biosensor inputs for a hands-free immersive experience

Cornell Creative Technology Lab - Teacher's Assistant | *Unity, C#*   **October 2024 – Present**
- Develop 3D physics visualizations for a 500+ student Cornell electromagnetism course, with 2,000+ plays.
- Working closely with Cornell's Physics department and funded by a 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
- Spearheaded the interview process that earned official Cornell Engineering project team status for our 30+ member group

Computer Science Content Creator   **August 2019 – Present**
https://www.instagram.com/yeygrassssss/
- Post various aspects of computing regularly to an audience of 20,000+ followers, 10 M+ accounts reached, and 3 M+ views.