Grace Jin

(408)-750-7200 | gsj33@cornell.edu | San Jose, CA | Github | Linkedin | Website

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**
- Enhanced accurate LiDAR simulator capabilities by building a background profile generator that processes live sensor data streams, optimizing memory usage for extended capture periods and integrating with existing company SDK infrastructure

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 scalable Next.js and TypeScript web application and conduct bug fixes for a growing customer base.

Robotoullie LLM Project, Cornell University, *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.
- Design and integrate a domain editor for JSON specification from scratch, cutting manual codebase writing by over 75%.

Cornell Space Systems Design Studio, Cornell University, *Undergraduate Researcher/Publicity Lead*   **January 2024 - Present**
- 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.
- 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 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.
- 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%

LEADERSHIP AND INVOLVEMENT

Cornell Creative Technology Lab, *Teacher's Assistant*   **October 2024 - Present**
- Developed 3D physics visualizations for a 500+ student Cornell electromagnetism course, with 2,000+ plays; funded by a teaching grant.

Cornell XR Project Team, *Co-Founder, Software Lead*   **October 2023 – Present**
https://cuxr.github.io/
- Assist 5+ campus organizations with AR/VR help, most recently @ Cornell Johnson Museum and Cornell Center of Teaching Innovation.
- Build BCI projects, attend hackathons, led and interviewed to become a full-fledged Cornell Engineering Project Team of 30+ members

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

PROJECTS

Zoodini - Game Design Initiative at Cornell | *Java, LibGDX, Tiled*   **January 2025- June 2025**
https://gdiac.cs.cornell.edu/gdiac/showcase/gallery/zoodini/
- Worked with a team of 6 following Agile sprints to create a co-op stealth game for desktop, achieving 100+ downloads by Golden Master
- Developed an AI-based guard module using Java with A* algorithm, and integrated all art into Tiled for seamless level editing

Stock Sentiment Analysis | *Python, Pandas, NLTK, Reddit API*   **January 2025- April 2025**
- Developed web scrapers to extract AI-related opinions from social stock forums and applied NLTK for natural language processing and sentiment classification in partnership with Millennium Management LLC.
- Engineered data pipelines using Pandas to process and analyze NVIDIA stock data of over two decades.

NeuroScent - MIT Reality Hack "Smart Sensing" Winner | *C#, HLSL, Arduino, OpenBCI, Unity*   **January 2025**
https://devpost.com/software/neuroscent
- Developed "NeuroScent," an XR 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.