Grace Jin

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EDUCATION

Cornell University, College of Engineering, Ithaca, NY **Expected Graduation: May 2027**
B.S., 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, 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 in Rust for 50+ internal engineers
- Optimized WGSL compute shaders for parallel processing of thousands of LiDAR points in real time, halving latency for high-fidelity simulation

Robotoullie LLM Project, Cornell University, *Undergraduate Researcher/Software Developer* **August 2024 – Present**

- Engineer a domain editor from scratch to generate thousand-line JSON specifications for an LLM asynchronous planning benchmark, reducing manual coding efforts by 100+ hours
- Expand 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 2 high-impact React and Next.js websites featured in the Cornell Chronicle

PROJECTS AND LEADERSHIP

Ray Tracer | *C++, CUDA* **July 2025 - Present**
github.com/gracejinsotrue/Ray-Tracer

- Develop high-performance 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 - Co-Op Stealth Game | *Java, LibGDX, Tiled* **January 2025 – June 2025**
gdiac.cs.cornell.edu/gdiac/showcase/gallery/zoodini/

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

NeuroScent - MIT Reality Hack "Smart Sensing" Winner | *C#, HLSL, Arduino, OpenBCI, Unity* **January 2025**
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 Ardunio-controlled scent diffusers upon detecting abnormal biofeedback (i.e. hyperventilation), greatly enjoyed by 10+ judges and 70+ hackers

Cornell Creative Technology Lab - Teacher's Assistant **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 **October 2023 – Present**

- Lead the development of virtual reality projects and implement AR/VR solutions across 5+ campus organizations

Computer Science Content Creator **August 2019 – Present**
www.instagram.com/yeygrasssss/

- Post various aspects of computing regularly to an audience of 20,000+ followers, reaching over 10 million accounts in impressions, shares, saves, and over 3 million video views.