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
Relevant Courses: Object Oriented Programming, Data Structures, Functional 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

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

Robotoullie LLM Project, *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 50%.
- Integrate an OAuth system with PostgreSQL, creating secure and unique login sessions for each client within Robooullie's environment.

Cornell Space Systems Design Studio, Cornell University, *Undergraduate Researcher/Publicity Lead*   **January 2024 - Present**
- Lead the development of 2+ websites, build a React web application from scratch for SSDS's lightsail team.
- Optimize Alpha Cubesat's website loading speeds by 20%, and design promotional graphics and mission patches, effectively increasing awareness of the satellite project to over 80 people.
- 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

Stock Sentiment Analysis | *Python, Pandas, NLTK, Reddit API*   **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, identifying correlations between AI discourse and semiconductor market trends.

NeuroScent - MIT Reality Hack "Smart Sensing" Winner | *C#, OpenBCI, Unity*   **January 2025**
- 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.

Intelligent Scissors | *Java, Swing`*   **May 2024**
- Developed an 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.

LEADERSHIP AND INVOLVEMENT

Cornell Creative Technology Lab, *Teacher's Assistant*   **October 2024 - Present**
- Developed 3d physics visualization software in Unity and C# featuring models such as charges moving through electric fields, which are integrated into lectures and co-ops for a 500+ 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, 10M+ accounts reached, 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, NLTK, HuggingFace, Neo4j
Other: Linux, Verilog, RISC-V, Blender, Figma, GNU Debugger, SOLIDWORKS, Arduino/TeensyDuino, Adobe Photoshop, Electronics Soldering