Grace Jin

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OBJECTIVE

An energetic individual with a passion for human-computer interaction, looking for opportunities to gain experience in low-level (embedded system) and high-level (UI/UX design). I am eager to apply my skills and grow my experience while finding the best solution for human-computer interaction.

EDUCATION

- **University of California, San Diego** — La Jolla, CA
  Bachelor in Computer Engineering; Bachelor in Cognitive Science; GPA: 3.85 — *Sep 2019 - Dec 2023*

SKILLS AND COURSEWORK SUMMARY

- **Languages**: Java, C++, Python, C, MATLAB, Bash Scripting, Arm Assembly
- **Tools**: Git, Arduino, SolidWorks, LTSpice, Linux, Android Studio, Valgrind, GDB, Makefile
- **Courses**: Data Structures, Object Oriented Programming, System Programming, Software Tools, Computer Architecture, Memory Management

EXPERIENCE

- **DigiHealth Lab** — San Diego, CA
  Undergraduate Researcher - Prof. Edward Wang — *Jun 2022 - Current*
  - **Wearable Restroom Activity Tracker**: (Java, Android Studio)
    - Developing an Android app to help users with irritable bowel syndrome to track their bathroom usage activity.
    - Used Bluetooth Low Energy protocol to communicate data between the android app and the sensor tag.
    - Implemented data logging, notification, and foreground running feature to better study bathroom activity detection.
  - **Air Quality Monitor**: (Arduino, Python, SolidWorks)
    - Built an air quality monitor to trace the air quality in the lab environment using raspberry pi, an air quality sensor, and an OLED screen.
    - 3D designed and printed a case to fit all the components.
    - Designed data logging, automatic file deletion, and screensaver feature using python to save daily data onto the remote server and maintain the basic running of the device.

- **Qualcomm Institute** — La Jolla, CA
  Research Internship - Dr.Leanne Chukoskie, Dr.Dominique Rissolo — *Jan 2021 - June 2021*
  - **Discover Hoyo Negro**: (Unity, C Sharp)
    - Built the 3D model of an ancient cave and created a cut-scene of the character Naia using Unity.
    - Designed the game documentation and presented it on the final showcase.

- **University of California, San Diego** — La Jolla, CA
  Instructional Assistant - COGS 13: Field Methods: Studying Cognition in the Wild — *Jan 2021 - Mar 2021*
    - Led one lab session with 36 students every week and guide students to apply research methods on research topics.
    - Held office hours and review sessions to clarify concepts and provide suggestions to students' research and other questions.

ACADEMIC PROJECTS

- **File Compressor/Extractor**: (C++)
  - Developed a file compression tool and an extraction tool using Huffman Coding.
  - Achieved file compression/extraction with multiple file-formats including .txt, .jpg, .gif.

- **Covid-19 Infection Notifier**: (Java)
  - Designed a random id exchange program for contact tracing using object-oriented programming.
  - Implemented exposure notification and users' quarantine status feature.

HONORS AND AWARDS

- Gained the Inclusive Award in iLRNFuser Game Jam 2021