Jessica Hahm

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Education

University of Southern California **Aug. 2022 – May 2025**
Bachelor of Science in Computer Science *Los Angeles, CA*
Involvement: Korean-American Scientists and Engineers Association, Society of Women Engineers (SWE), Theta Tau
Relevant Coursework: Data Structures & Algorithms, Discrete Mathematics, Embedded Systems, Artificial Intelligence, Video Game Programming, Internet working, Software Engineering, Probability Theory, Capstone Design, Cross-Platform App Development, Full-Stack Web Development, Operation Systems, Construction of Large-Software System

Technical Skills

Languages: C++, Python, Java, HTML/CSS, JavaScript, SwiftUI, Dart, TypeScript
Developer Tools: VS Code, Eclipse, Android Studio, Xcode, flutter, QT
Technologies/Frameworks: Linux, IOS, Windows, Github, React Native, React, Node.js, SQL
Misc: Crochet/Knitting projects focused on designing and crafting cute and intricate items

Experience

Mercor **Mar. 2025 - Present**
Software Engineer *Remote*
- Developed evaluation rubrics to assess LLM-generated code responses, which improved AI performance in backend, front-end, and full-stack development; contributed to training models for better accuracy and usability
- Partnered with ML engineers and researchers to create code evaluation frameworks, aligning rubric design with model training objectives to enhance AI output quality for practical developer applications

Sam Il I&C **May. 2022 - Present**
Front End Engineer *Busan, South Korea*
- Developed responsive and interactive web interfaces using React, ensuring device compatibility and improving efficiency by **10%**
- Identified API and database inefficiencies causing bottlenecks and redesigned the system architecture to streamline data flow, boosting user response speed by **30%** and enhancing the user interface for a seamless experience

University of Southern California **Jan. 2023 - Present**
Teaching Assistant *Los Angeles, CA*
- Developed an automated file management tool in Python to streamline TA grading workflows by unzipping student submissions and organizing them into designated directories
- Held weekly **2-hour** office hours to assist students in Python programming, enhancing their problem-solving skills

ID Tech **May. 2024 - Aug. 2024**
Software Engineer Intern *Los Angeles, CA*
- Crafted curriculum for Virtual Robotics and Scratch classes and Minecraft Game Design, tailored for **15+** elementary students
- Collaborated with **20+** software engineers to integrate ChatGPT API and databases, optimizing data flow and enhancing user experience with advanced server-side strategies

Projects

Any Movie | *React, TMDB API, AppWrite, Tailwind CSS, Youtube API, Web Deployment, gh-pages, AWS, Exa.ai* **Feb. 2025**
- Developed an interactive movie browsing website using JavaScript, HTML, and CSS, leveraging caching to track search counts for real-time trending updates, ensuring seamless retrieval, and deployed it using GitHub Pages for easy access and updates
- Integrated TMDB and Appwrite APIs to fetch and store movie data, enabling users to search for movies, view trending selections, and access detailed information, including posters, trailers from YouTube, and key movie details. Additionally, utilized the Exa.ai API to provide customized movie summaries in the movie details

AutoCart Buyer | *Selenium, Web Scraping, ChromeDriver* **Oct. 2024**
- Developed an automated e-commerce checkout program in Python using Selenium, analyzing HTML structure to detect restocks, extract key elements like 'Add to Cart' and 'Checkout' buttons, and streamline the purchasing process
- Optimized purchase speed by reducing manual browsing and checkout time from **2 minutes to 40 seconds**, implementing multi-threading and automated form-filling to improve success rates for high-demand product purchases

Video Streaming Service | *CDN, C++, VM* **Dec. 2023**
- Built a DNS load balancer with round-robin and geographic-based IP selection to distribute video traffic across servers in Mininet, emulating real-world CDN setups. Optimized video delivery by routing clients to the nearest or least-loaded server and improved CDN architecture with C++ multithreading for high data throughput and efficient adaptive bitrate streaming
- Applied advanced mathematical and physics principles to enhance adaptive bitrate streaming and optimize load balancing, ensuring and optimize load balancing, ensuring efficient video delivery and improves performance under fluctuating network conditions

Productivity Tool for SC | *Java, React-Native.js, SQL, Google Calendar API, AWS, Spring Boot, Maven* **Oct. 2023**
- Developed user-friendly GUIs using React Native and Swift UI, optimizing usability and accessibility while securing user login with Google Authentication API for smooth back-end data transmission and enhanced security
- Implemented testing frameworks for React-based applications, ensuring cross-browser compatibility and consistent performance

Leadership

Korean-American Scientists and Engineers Association **Aug. 2023 - May. 2024**
Project Developer *University of Southern California*
- Created a cross-platform mobile application with built-in chat and feed functionality using Swift for iOS, Linux, and Windows while assisting a cohort of **20+** developers in optimized usage of Git version control and cloud infrastructure