Jasmin Reynoso

Jasminreynoso000@gmail.com ● <u>linkedin.com/in/jasminreynoso000</u> ● github.com/j-reynoso/academic

Education

Virginia Commonwealth University, Richmond, VA

Expected Graduation: May 2023

Bachelor of Science in Computer Science with a Concentration in Data Science

Software Skills: Java, Python, C, SQL, mySQL, HTML, CSS

Software Tools: Eclipse, Android Studio, Dr Java, VS Code, GITHUB Software Engineering Projects

TV Show Review Database, Database Theory, VCU

Spring 2022

- Created a **relational database** to allow for the review of tv shows between users on a website developed with **PHP** on an **Apache** web server
- Database creation process consisted of creating a schema, its **entity-relation diagram**, **a relational model**, **normalization of the tables**, and implementation using **mySQL**

Ngram Language Model*, Natural Language Processing, VCU

February 2022

- Wrote a program in Python that took in at least one text file along with user specifications and analyzed the text to create a user-specified n-gram model of the language in the text files and generated a number of sentences specified by the user using the generated language model
- Used **regular expressions** to start and ends of sentences already in text for proper **analysis of data** and **randomization** to ensure generation of new sentences

Eliza, a Rogerian Psychotherapist*, Natural Language Processing, VCU

January 2022

- Wrote a program **in Python** that **simulates a therapy session** between the user and a therapist named Eliza
- Used **regular expressions and patterning matching** to detect keywords in the user's input and to appropriately create a response based on keywords or user sentiment

Racetrack Simulation*, Programming Languages, VCU

Fall 2021

- Wrote a program **in Java** where the user is able to **start** the race, which allows the cars to move across the track, **pause** the race, which stops the cars, or **reset**, which brings the cars back to a starting point.
- Used multithreading to simulate a race of cars and JavaFX to create the graphical user interface with the race track and the cars
- Used threads to ensure only one car wins during concurrent execution of cars on track

Players Connect, Software Engineering: Specification and Design

Spring 2020

- In a four-person team, **designed an Android application** in Java on **Android studio** based around sports teams being able to **communicate** and **share events** with each other.
- Worked under Agile development process over the course of fifteen weeks with three sprints
- Used Google Firebase for database management.
- Led storyboard creations which involved detailed planning over the graphical user interface

*Source code available under github

Student Organizations

• Student Member, ACM, Richmond, VA

Aug 2020 – Present

• Student Member, Society of Hispanic Professional Engineers at VCU

Sept 2021 – Present