Jackie Dai

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Full-stack engineer with experience in AI-powered applications and mixed reality applications.

EDUCATION

University of California, Berkeley — Berkeley, CA

Bachelor of Arts in Computer Science and Statistics — *December 2026*

- **Relevent Coursework:** Data Structures & Algorithms, Machine Learning, Database Systems, Computer Graphics, Computer Vision, Internet Architecture, Software Engineering, Game Design & Development, Discrete Mathematics & Probability, Computer Security, Great Ideas in Computer Architecture (Machine Structures)

WORK EXPERIENCE

YuaBread, Inc. — Tokyo, Japan

Software Engineer Intern — *May 2025 – Aug. 2025*

- Developed a full-stack internal web application to replace a manual manufacturing-planning spreadsheet, automating the workflow from order intake (PDF/email/Slack) through to bakery manufacturing requests; reducing spreadsheet work time from 6 hours to 30 minutes and eliminating spreadsheet errors
- Designed and deployed a serverless architecture (Next.js frontend, NestJS/FastAPI backend, PostgreSQL, Google Cloud Vision, Cloud Run, Redis/Cloud Tasks) with CI/CD, monitoring, and role-based access control.

Broctagon — Singapore

Software Engineer Intern — *May 2024 – Aug. 2024*

- Built AI trader advisor using AWS Bedrock + Lambda, and MongoDB to be sold as an 3rd party plug-in product to CRM platforms
- Implemented figma wireframing, prototyping, and user testing to refine product designs and create visually appealing user interfaces for Broctagon's CRM applications

UC Berkeley EECS — Berkeley, CA

Undergraduate Research Assistant — *January 2025 – May 2025*

- Integrate Unity and the Meta Quest 3 virtual reality headset to build a mixed reality Stroke Rehab application
- Hold meetings with professional physicians from Stanford and UCSF to conduct clincial studies
- Supervised benchmarking experiments to find top LLM (openai, grok, claude) to generate unity programs from audio transcription

Game Design and Development at UC Berkeley — Berkeley, CA

Course Instructor — *May 2023 – Present*

- Lecture on game development topics (Ex. Unity, C# Scripting, MVPs, Git)
- Lead small team to design and write new project for course curriculum
- Develop and update course website (gamedesigndecal.com)
- Host meetings and lead team of teaching assistants to hold classes at a semester basis

PROJECT EXPERIENCE

3D Virtual Showroom — Berkeley, CA

Full-Stack Developer — *June 2023 – Present*

- Developed interactive 3D web experience using React + Three.js to showcase student games to 1,000+ annual visitors
- Implemented custom interactions (hover-based model menus, in-scene UI, and chat system) improving user engagement

Rate My Classes — Berkeley, CA

Full-Stack Developer — *Sept. 2023 – Dec. 2023*

- Built website containing user reviews and ratings of classes at UC Berkeley
- Implemented authentication system consisting of user login + protected routes and frontend of class page

SKILLS, ACTIVITIES & INTERESTS

Technical Languages: Java, Go, Python, C, C#, C++, JavaScript, HTML/CSS, R
Frameworks: React.js, Vue.js Bootstrap, React Native, Restful APIs
Developer Tools: Git, VS Code, Visual Studio, PyCharm, IntelliJ, Eclipse, AWS Lambda, Unity, Unreal Engine
Languages: English [Fluent]; Mandarin [Basic], Cantonese [Conversational], Japanese [Basic]