

Jacqueline Garcia

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Education

UC Berkeley - Computer Science

Expected Grad. Date: May 2018

Languages:

[C]
[Clojurescript]
[Java]
[Numpy]
[PaperJS]
[Python]
[Scheme]
[SQL]
[Logisim]
[MARS]

Relevant Course Work

- * Structure and Interpretation of Computer Programs
- * Linear Algebra
- * Data Structures
- * Machine Architecture
- * Discrete Mathematics and Probability Theory
- * Introduction to Artificial Intelligence
- * Designing Information Devices and Systems I
- * User Interface Design and Development

Extra Curricular

- * Cal Boxing President

Experience

CircleCI Software Engineering Intern | May 2017 - August 2017

[Intern at a continuous integration platform]

Hybrid Ecologies Lab Research Assistant | June. 2016 - Aug. 2016

[2.5D Computer Aided Design (CAD) Tool - PAPERJS]

- The goal of this project was to reduce the complexity of digital modeling by using grey-scale height maps
- Helped develop some of the features for the CAD tool and programmed tools as needed

UC Berkeley Undergraduate Student Researcher | Oct. 2014 - May 2015

[Conducted research on decision making and collaborative apps]

- Aided in the early stages of developing an app called AppCivist, a platform for democratic assembly and collective action, in UC Berkeley's Citiris Social Apps Lab

UndocuAlly Student Fellow | Sept. 2014 - April 2015

[Organized trainings for UC Berkeley faculty to better serve undocumented students on campus]

Projects

HoM| 2016

[Implemented a companion app - KINOMA]

- Built a prototype application that could potentially allow busy parents to lock/unlock doors, turn appliances and lights on/off and control timers if present.

PACMAN|2016

[Implemented the classic game, Pacman - PYTHON]

- Progressively increased PACMAN's "intelligence" by applying algorithms learned throughout the Artificial Intelligence course, i.e, Gradient Descent

CPU|2015

[Implemented a simple 32-bit two-cycle processor - MARS, LOGISIM]

Beargit|2015

[Implemented a simplified version of Git - C]

NGordnet |2015

[Inspired by WordNet, NGordnet is a semantic lexicon for the English language - JAVA]

- Explored relative popularity of: words, categories, and length of words over time.

Bomb Checkers |2015

[Implemented checkers game with a twist: bomb pawns - JAVA]

- Implemented GUI supported version of the game using StdDraw Library

Scheme Interpreter |2014

[Implemented a scheme interpreter - PYTHON]

- Used parsing techniques to develop a reader for client input
- Created a Scheme analyzer and a Scheme evaluator

Trends |2014

[Geographic visualization of Twitter data across the U.S - PYTHON]

- Analyzed tweets' sentiments to display how people feel about California on a map