

# Janice Ji

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## Technical Skills

Java (4y), JavaScript (4y), React (3mo), Python (1yr), HTML/CSS (3y), PHP (3mo), R (3mo), OCaml (3mo), Git

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## Relevant Experience

### Meta (Formally Facebook)

*Software Engineer Intern | Lead Ads Quality Team*

*Summer 2022*

- Designed and developed an internal full-stack debugging tool with a simple UI for advertisers to test their CRM (Customer Relationship Management) integration with Meta. The tool will receive test event signals and give feedback to the user in real time

### Meta

*Software Engineer Intern | Jobs Relevance Team*

*Summer 2021*

- Utilized a generic, offline publishing service to implement an offline “rank all” jobs delivery flow and more frequently update users’ jobs cache to serve more accurate jobs
- Implemented a low-latency, third-stage, real time ranking segment in the “Jobs Near You” delivery flow to serve more accurate and relevant jobs to users. This project required extensive model training
- Conducted A/B testing to evaluate the effectiveness of the above projects to increase user engagement

### Asian American Intersarsity

*Social Media/Communications Team Member, Website Manager | cornellaaiv.com*

*Dec 2019 - Present*

- Managed and updated the Cornell AAIV website through the FTP Cyberduck. Modified files were in HTML/CSS
  - Organized and promoted events through Facebook
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## Education

**Cornell University**, Ithaca, NY | B.S., Computer Science | GPA: 3.517

*Anticipated Graduation: December 2022*

**Relevant Courses:** OO Programming and Data Structures, Algorithms, Machine Learning, Data Structures and Functional Programming, Computer Graphics, Foundations of Artificial Intelligence, Data Science, Web Design

**Hong Kong University of Science and Technology**, Kowloon, Hong Kong | Study Abroad

*Spring 2022*

**Relevant Courses:** Game Programming, Internet Applications Development

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## Projects

### Artilio - TypeScript, HTML

- In a group of three, created a free-for-all, online multiplayer shooting PvP game similar to other .io games. Notable features include a multiplayer server to synchronize the game state using WebSocket, randomly generated terrain using poisson-disc sampling, terrain destruction using polygon-clipping, and an extensive shop system using various self-made designs.

### Virtual Reality Adventure - Unreal Engine 4

- Created an interactive virtual reality environment with Unreal Engine Blueprint in a team with another programmer and two architects