

Jasmine Lai

(978) 761-9693 | lai.jas@northeastern.edu | Boston, MA

[GitHub](#) | [LinkedIn](#) | [Website](#)

EDUCATION

Northeastern University Boston, MA Sep 2021 - Present
Bachelor of Science in Computer Science *Expected Dec 2024*
Honors: GPA: 3.8/4.0, Dean's List
Coursework: Foundations of Artificial Intelligence (Graduate), Algorithms and Data Structures (Graduate),
Software Development, Web Development, Computer Systems, Object-Oriented Design

EXPERIENCE

Snap Inc. May 2024 - Aug 2024
Software Engineering Intern Santa Monica, CA

Google Jun 2023 - Sep 2023
STEP Intern Mountain View, CA

- Completed the migration of a legacy Play Store page to use modern Android development technologies including Kotlin, Kotlin Flow, and Jetpack Compose
- Rectified an accessibility tool bug on the Play Store Details Page that affected over 10 million users
- Developed UI components for mobile app pages using MVVM architecture and validated with unit tests

Akamai Technologies Jan 2023 - Jun 2023
Software Development Engineer in Test Co-op Cambridge, MA

- Developed a tool for XML metadata validation that uses Java and XPath queries to meet team needs
- Enhanced the test automation framework with the ability to run custom test configurations and payloads
- Contributed documentation for data validation tools to improve readability and maintenance of code

Northeastern University Sep 2022 - Dec 2022
Lead Teaching Assistant for Fundamentals of Computer Science 1 Boston, MA

- Led a weekly lab to guide 35 students through original content review and practice material in Racket
- Conducted weekly office hours of 4-5 hours to provide 1:1 support to students on assignments and lab problems
- Graded labs, assignments, exams, and meta-graded the work of other TAs for a class of 700+ students

PROJECTS

AI Image Classifier (Python) Apr 2024

- Designed a convolutional neural network to classify between real and AI-generated images with 93% accuracy
- Trained the model on various datasets created using stable and disco diffusion to improve robustness

Q Game (Java) Dec 2023

- Implemented a multiplayer game based off Qwirkle, supporting local and remote players via TCP connections
- Developed robust game logic to handle player turns, scoring, and elimination and validated with integration tests

Personal Website (HTML, CSS, JavaScript) May 2023

- Designed responsive web pages with interactive animations
- Utilized the Bootstrap library and custom CSS to style components

Image Processing (Java) Jun 2022

- Developed an image-editing program with GUI and text-based user interfaces
- Applied MVC design pattern with emphasis on the SOLID principles

SKILLS

Languages: Java | Kotlin | Typescript | React.js | Node.js | GraphQL | Python | C/C++ | HTML/CSS | SQL

Environments: Linux | Windows | macOS | IntelliJ | Android Studio | Visual Studio Code | Eclipse

Interests: Climbing | Snowboarding | Hiking | Figure Skating | Travel | The Expanse | Psycho-Pass | Genshin Impact