

Jasmine Lai

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[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: Principles of Programming Languages (Graduate), Foundations of Artificial Intelligence (Graduate), Algorithms and Data Structures (Graduate), Distributed Systems, Software Development, Web Development, Computer Systems, Theory of Computation, Object-Oriented Design

EXPERIENCE

Snap Inc.

May 2024 - Aug 2024

Software Engineering Intern

Santa Monica, CA

- Led the development of a new feature in Snapchat Ads Manager, enabling advertisers to gain deeper insights into ad performance by creating custom metric formulas based on existing data metrics
- Collaborated cross-functionally with product and backend API teams to align with customer needs
- Designed and implemented a user-friendly interface allowing advertisers to easily select and combine metrics

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

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 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 using React native
- Utilized Emotion CSS to style reusable 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