

Jasmine Nelson

Dedicated computer science graduate with a variety of full-stack development, systems administration, and technical writing experiences. My skills lie in software engineering, testing and verification, data analysis, and innovation of next generation platforms.

github.com/jasminehn 

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WORK EXPERIENCE

Software Systems Engineering Intern — NASA JPL

JUNE 2022 - PRESENT | PASADENA, CA (REMOTE)

- Developed JPL's ProtoSpace in virtual reality (VR) for the Oculus Quest 2
- Enhanced usability and implemented features for VR platform with Unity (C#)
- Programmed system to detect hand gestures with the Quest infrared cameras
- Explored and built tools for XR use cases under a scrum framework

Software Engineering Intern — NASA GRC

JANUARY 2022 - JUNE 2022 | CLEVELAND, OH (REMOTE)

- Optimized NASA's Glenn-HT GUI backend code using ASP.NET Core MVC
- Created unit tests to ensure functionality of components within the GUI
- Developed tools/features for the GUI using Unity (C#) and Python
- Participated in code review processes and formulated design standards
- Applied version control software (GitLab) to track, test, and update code

Undergrad Software Developer — John Carroll University

AUGUST 2021 - DECEMBER 2021 | UNIVERSITY HEIGHTS, OH

- Worked on a team to build the Education Capstone Checker in WinForms (C#)
- Utilized ProWritingAid API and Microsoft interop for text processing
- Created UI wireframes and navigation flow charts based on client requirements
- Engaged in agile development to write well-designed, testable, efficient code

Software Engineering Intern — NASA GRC

JUNE 2021 - AUGUST 2021 | CLEVELAND, OH (REMOTE)

- Extended and refined NASA's Glenn-HT GUI using Unity (C#) and Visual Studio
- Migrated existing GUI functionality from Java implementation to .NET
- Worked closely with mechanical/aerospace engineers to ensure code and design meets NASA's coding standards and best practices
- Developed features to modernize the GUI's framework and improve usability

IT and Data Science Intern — Breakthrough Schools

SEPTEMBER 2019 - JUNE 2021 | CLEVELAND, OH

- Maintained 200+ distribution lists in an on-premises Exchange Server
- Homogenized data between Active Directory, Ultipro, and the badging system
- Published 100+ intranet articles on public relations, user guides, and internal communications using WordPress, HTML, and CSS

IT Tech Squad Intern — Breakthrough Schools

JUNE 2019 - SEPTEMBER 2019 | CLEVELAND, OH

- Collaborated to configure/deploy 1,400+ iPads with Mosyle and Apple School
- Served on a team to powerwash, enroll, and label 5,000+ Chromebooks
- Replaced iPad screens/digitizers and repaired Chromebook and Asus laptop screens/keyboards, saving over \$8,000 in equipment costs

EDUCATION

John Carroll University

Bachelor of Science in Computer Science

AUGUST 2018 - MAY 2022

Major GPA: 4.0 / 4.0 • **Cumulative GPA:** 3.9 / 4.0

Coursework: Web Design & Image Processing, Machine Learning, Database Systems, Cloud Computing, Object-Oriented Programming

Dean's List: Fall 2018, Spring 2019, Fall 2019, Fall 2020, Spring 2021, Fall 2021, Spring 2022

TECHNICAL SKILLS

Programming Languages: Java • C# • Python • GraphQL • JavaScript • SQL • PHP • R • C/C++

Frontend: HTML • CSS • React • Angular

Backend: Express.js • MySQL • Django • Flask

Tools: Unity3D • Node.js • MongoDB • Linux • Git • JUnit • Docker • GCP • Figma

Development: Object-Oriented Design • Agile Software Development • CI/CD • UI Design

SOFT SKILLS

Interpersonal: Creativity, Teamwork, Time Management, Communication, Organization

Languages: English, Chinese (Mandarin)

PROJECTS

E-commerce Website Spring 2022

Built a dynamic website using MERN stack (MongoDB, Express.js, React, and Node.js)

Student Planner App Spring 2021

Developed a web app to help students maintain organization using Python, Flask, HTML, CSS, SQLAlchemy, and the Canvas LMS REST API

Mirror Reflection Game Spring 2020

Worked as part of a team to develop a single-player 2D puzzle platformer using Unity (C#)

Hunan Coventry Website Fall 2018

Created a responsive site for a local restaurant using HTML, CSS, JavaScript, and jQuery