

Jasmine Nelson

Dedicated computer science student with a variety of software development, systems administration, and technical writing experiences. My interests lie in UI/UX design, XR, software engineering, machine learning, 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

- Ported NASA JPL's ProtoSpace platform to VR for the Oculus Quest 2
- Improved usability and features for ProtoSpace using Unity and C#
- Explored and built tools for VR use cases

Software Engineering Intern — NASA GRC

JANUARY 2022 - JUNE 2022 | CLEVELAND, OH

- 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#)
- Participated in code review processes and formulated design standards

Software Engineering Intern — NASA GRC

JUNE 2021 - AUGUST 2021 | CLEVELAND, OH

- Extended and improved NASA's Glenn-HT GUI using Unity (C#) and Java
- Migrated existing GUI functionality from Java implementation to C#
- Worked closely with mechanical/aerospace engineers to optimize the GUI
- 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 key fob system, which increased productivity and efficiency of operations by 17%
- Published 100+ intranet articles on public relations, user guides, and internal communications using WordPress, HTML, and CSS

Programming Lab Assistant — John Carroll University

SEPTEMBER 2020 - DECEMBER 2020 | UNIVERSITY HEIGHTS, OH

- Assisted professors in conducting Java programming labs once per week
- Instructed and assisted students in computer lab technology, software applications, and programming
- Provided students with remote support via answers to programming inquiries regarding software design while guiding them through the debugging process

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 and 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

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

TECHNICAL SKILLS

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

Frontend: HTML • CSS • React • Angular

Backend: Node.js • Django • Flask • ASP.NET

Tools: Unity • JUnit • WinForms • Git • Google Cloud • WordPress • Jupyter Notebook • Excel

Programming: Object-Oriented Design • Agile Software Development • Debugging • UI Design

SOFT SKILLS

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

Languages: English, Chinese (Mandarin)

PROJECTS

Kaleido (Extension) Fall 2021

Built a Chrome extension that allows users to select color values from webpages using React

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 mock website for Hunan Coventry using HTML, CSS, and JavaScript