Jasmine Quah

jasminequah@outlook.com
| Website: jasminequah.github.io | GitHub: jasminequah | LinkedIn: jasminequah |

Technical Skills

Programming Languages:
Java (inc. Android SDK)
Go
C/C++
React Native
Node.js
Haskell
Kotlin

Tools & Technologies:
Git
SQL
MongoDB
Jenkins
Docker
Kubernetes
HTML & CSS
gRPC & Protobuf
Linux (Ubuntu)
macOS
Windows

Able to pick up new languages and tools quickly and effectively.

Awards / Achievements

Faculty of Engineering Dean's List (Computing Year 1)
(2018)

IET Diamond Jubilee Scholar
(2017)
Scholarship recipient, supported by BT.

Year 13 Prize for Mathematics
(2017)
Tiffin Girls' School

Gold CREST Award
(2016)
Achieved for 70+ hours project work in Engineering Education Scheme.

Engineering Education Scheme
(2016)
Collaborated on six-month engineering project to research, prototype and evaluate deep sea pipeline designs, producing a report and presentation.

Other Skills & Interests

Languages:
English (Fluent)
Mandarin (GCSE)
French (GCSE)

Hobbies:
Piano (Grade 8) · Art · Badminton

Education

Imperial College London | MEng Computing (September 2017 – 2021)

First Year: First class (82.9% average) | Second Year: First class (79.1% average)

The Tiffin Girls' School | Secondary School (September 2010 – August 2017)

A Level: 4 A*s in Mathematics, Further Mathematics, Physics, Economics
GCSE: 10 A*s and 1 A
Other: Grade 2 in STEP Mathematics

Experience

Imperial College London | Undergraduate Teaching Assistant
September 2019 – Present

- Leading weekly tutorials in Department of Computing for eight 1st Year undergraduate students with a focus on teaching key programming concepts.
- Introducing good software engineering practices through grading and giving constructive feedback on weekly Haskell and Java programming exercises.

Improbable | Software Engineering Intern | Spatial OS Engineering
1st July 2019 – Present

- Designed reusable, modular scale testing framework for gRPC endpoints (Go), with automatic result aggregation and markdown report generation, to verify ability to meet evolving scaling and load requirements of priority customers.
- Identified scalability issues in system through analysis of scale testing data and implemented service optimisations as a result, including custom rate limiting.
- Collaborated with team on various streams of work using agile methodologies.

BT Technology | Software Engineering Intern | Dynamic Networks
2nd July 2018 – 21st September 2018

- Created test coverage tool (Kotlin) for DSL used to handle requests to RADIUS servers handling authentication, authorisation & accounting of network users, in order to help create & run test packets during server development. Tested with automated JUnit tests, built & run with Ant/Docker on Jenkins server.
- Developed interactive shell to aid server management with TDD methodologies (Go), designed to be easily extensible and using Jenkins/Chef for CI/CD.

IBM Hursley (Emerging Technologies) | Work Experience
27th July 2015 – 8th August 2015

- Completed an interactive data visualisation project (D3.js) showing staff journeys across the globe and displaying dates/relevant information.

Projects

Cinect Group Project | 20th May – 17th June 2019

- Built cross-platform mobile application to improve the shared social experience of watching movies and to enhance the discovery of new entertainment.
- Developed using React Native, Python/Django & PostgreSQL, with an emphasis on human-centred design and rapid iteration based on consumer feedback.
- Took on role as group leader, responsible for managing team & task delegation.

Facebook Hack-A-Project | 1st October – 12th November 2018

- Worked in a pair on theme of "Bringing Communities Together" to develop web application for knowledge-sharing to promote cross-discipline transfer of ideas.
- Created user/technology profiles and discussion forums for knowledge sharing.
- Written using Node.js/Express.js as a web framework, backed by MongoDB and using Jade as a template engine for HTML generation.

Pi-ano ARM Group Project | 25th May – 19th June 2018

- Developed an ARM emulator and assembler from scratch using C.
- Created an interactive piano for the Raspberry Pi using attached LEDs, buttons, and a GUI to help beginners learn piano and to practise their skills.

Fire (IC Hack 18) | 27th – 28th February 2018

- Voice and touch-controlled Space Invaders-style game, written in Java.
- Implemented voice and touch capabilities, also helped to set up the UI.
- Learnt to request user permissions, process audio using Java libraries, and use Android Studio & Emulator for development and debugging.