Jasmine Tai

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EDUCATION

University of California, Santa Cruz — *Computer Science B.S.*
September 2021 - present | Expected Graduation: June 2025
GPA: 4.00
Relevant Coursework: Programming Abstractions in Python, Computer Systems and Assembly, C Programming, Calculus 1 & 2, Linear Algebra, Discrete Math, Engineering Principles of Electronics
Current Coursework: Data Structures and Algorithms, Computer Architecture, Calculus 3

WORK EXPERIENCE

Frontend Web Developer — *Tech4Good Lab*
September 2022 - present | Angular, HTML, SCSS, TypeScript, Figma
- Working in a team responsible for developing the frontend view of Annota, a web application that supports collaborative learning in qualitative analysis
- Constructing responsive and user-friendly web pages using the Angular framework
- Building a variety of user interface components from Figma prototypes with HTML, SCSS, and TypeScript

Undergraduate Research Assistant — *University of California, Santa Cruz*
December 2021 - present | Python, PyTorch, Rasterio, Google Earth Engine
- Applying machine learning and parallel processing concepts to the study of bird habitat connectivity
- Collaborating in a team of 4 research assistants alongside professors to experiment with algorithms that use PyTorch to efficiently simulate and predict bird species movement on a national scale
- Processing large amounts of geospatial data at resolutions as fine as 30 meters with Rasterio to generate GeoTIFF outputs, which can be used to inform bird species conservation efforts
- Incorporating a pipeline that utilizes the IUCN RedList and eBird APIs to help automate running prediction models

PROJECTS

Game Integration Discord Bot
March 2022 - July 2022 | Node.js, PostgreSQL, Discord.js, Chart.js
- Deployed a bot on the popular social platform Discord that fetches player data from a browser game and responds to users via the Discord API, featuring 20+ supported commands that simplify and enhance players' experiences
- Configured bot to optionally store player statistics over time for later viewing in a PostgreSQL database
- Introduced the ability to produce sleek graph visualizations of temporal data with the Chart.js library
- Updated and regularly used in multiple servers, with 60+ player accounts opted into the statistics-tracking service

Terminal Wordle Game & Solver
May 2022 | C
- Implemented a version of the online game Wordle in the terminal with C
- Added a hard mode that ensures new guesses do not conflict with information from previous guesses
- Created a Wordle solver that smartly solves puzzles generated on the terminal, averaging 3.68 guesses per word given the official game's list of words to pick solutions and guesses from

4-Year Schedule Planner Website
January 2022 | HTML, CSS, JavaScript
- Planned, designed, and developed a 4-year class schedule planner website for students at the University of California, Santa Cruz with 1 partner over the course of a 3-day hackathon event
- Leveraged Cheerio and Axios libraries to scrape 5900+ course and major/minor data points from the online catalog
- Stored data in JSON format and rendered it on the website in searchable dropdown lists, styled with HTML and CSS

TECHNICAL SKILLS

Programming: JavaScript (ES6), Python, C, C++, Java, HTML/CSS, SQL
Frameworks/Libraries: Angular, Axios, Puppeteer, NumPy, Bootstrap
Developer Tools: Node.js, PostgreSQL, MongoDB, MATLAB, Jupyter, Linux, Visual Studio Code, Git, Github, Heroku, Figma