Jasmine Tai

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EDUCATION

University of California, Santa Cruz — *B.S. in Computer Science, B.S. in Applied Mathematics*
September 2021 - present | Expected December 2024
GPA: 4.00
Relevant Coursework: Data Structures and Algorithms, Computer Architecture, C Programming, Calculus 1-3, Linear Algebra, Discrete Math, Engineering Principles of Electronics
Current Coursework: Principles of Computer Systems, Probability and Statistics, Ordinary Differential Equations

WORK EXPERIENCE

Web Developer Intern — *Tech4Good Lab*
September 2022 - present | Angular, HTML, SCSS, TypeScript
- Working in a team responsible for developing the frontend and backend of Annota, a web application that supports collaborative learning in qualitative analysis
- Building responsive and user-friendly web components from Figma prototypes with HTML, SCSS, and TypeScript
- Implementing functionality for interactions with a Firestore backend database using RxJS and NgRx

Undergraduate Research Assistant — *University of California, Santa Cruz*
December 2021 - present | Python, PyTorch, Rasterio
- Applying machine learning and parallel processing concepts to the study of bird habitat connectivity
- Collaborating alongside professors to efficiently simulate and predict bird species movement on a national scale
- Processing large amounts of geospatial data at fine resolutions with Rasterio to analyze bird repopulation and identify key bird conservation land patches
- Incorporating a pipeline that utilizes the IUCN Red List and eBird APIs to help automate the production of model inputs

PROJECTS

Game Integration Discord Bot
March 2022 - July 2022 | JavaScript, Node.js, PostgreSQL
- 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
- Regularly maintained and used in multiple servers, with 100+ player accounts opted into the statistics-tracking service

HTTP Server
January 2023 - February 2023 | C
- Developed a simple implementation of a HTTP 1.1 server that processes GET and PUT client requests in C
- Practiced design principles like modularity and abstraction to create a successful server design

Terminal Wordle Game & Solver
May 2022 | C
- Built 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 randomly generated Wordle puzzles, averaging 3.68 guesses per word given the official game's list of words to pick solutions and guesses from

Course Planner Website
January 2022 | HTML, CSS, JavaScript
- Designed a 4-year class schedule planner website for students at the University of California, Santa Cruz with a partner
- Leveraged Cheerio and Axios libraries to scrape 5900+ course and major/minor data points from the online catalog

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