

Jasmine Lai

(978) 761-9693 | lai.jas@northeastern.edu | Boston, MA

[GitHub](#) | [LinkedIn](#) | [Website](#)

EDUCATION

Northeastern University Boston, MA

Master of Science in Computer Science

Honors: GPA: 3.8/4.0

Jan 2025 - Present

Expected Dec 2025

Northeastern University Boston, MA

Bachelor of Science in Computer Science

Honors: GPA: 3.8/4.0, Dean's List

Sep 2021 - Dec 2024

EXPERIENCE

Snap Inc.

Incoming Software Engineer

Jul 2025

Seattle, WA

Snap Inc.

Software Engineering Intern

May 2024 - Aug 2024

Santa Monica, CA

- Led the development of a new feature in Snapchat Ads Manager, enabling advertisers to gain deeper insights by creating custom formulas based on their ad performance metrics
- Designed and implemented a user-friendly interface using React and TypeScript
- Collaborated cross-functionally with product and backend API teams to align with advertiser needs

Google

STEP Intern

Jun 2023 - Sep 2023

Mountain View, CA

- Completed the migration of a legacy Play Store page to use modern Android development technologies including Kotlin, Kotlin Flow, and Jetpack Compose
- Rectified an accessibility tool bug on the Play Store Details Page that affected over 10 million users
- Developed UI components for mobile app pages using MVVM architecture and validated with unit tests

Akamai Technologies

Software Development Engineer in Test Co-op

Jan 2023 - Jun 2023

Cambridge, MA

- Developed a tool for XML metadata validation that uses Java and XPath queries to meet team needs
- Enhanced the test automation framework with the ability to run custom test configurations and payloads
- Contributed documentation for data validation tools to improve readability and maintenance of code

PROJECTS

AI Image Classifier (Python)

Apr 2024

- Designed a convolutional neural network to classify between real and AI-generated images with 93% accuracy
- Trained the model on various datasets created using stable and disco diffusion to improve robustness

Q Game (Java)

Dec 2023

- Implemented a multiplayer game based off Qwirkle, supporting local and remote players via TCP connections
- Developed game logic to handle player turns, scoring, and elimination and validated with integration tests

Personal Website (HTML, CSS, JavaScript)

May 2023

- Designed responsive web pages using React native
- Utilized Emotion CSS to style reusable components

SKILLS

Languages: Java | Kotlin | Typescript | React.js | Node.js | GraphQL | Python | C/C++ | HTML/CSS | SQL

Environments: Linux | Windows | macOS | IntelliJ | Android Studio | Visual Studio Code | Eclipse

Interests: Climbing | Snowboarding | Hiking | Figure Skating | Travel | The Expanse | Psycho-Pass | Genshin Impact