# Jennifer Lai

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**EDUCATION** 

## University of California, Santa Barbara

Jun 2021

B.S. Computer Science, GPA: 3.97

UCSB Regents & Chancellor's Scholars Association & College of Engineering Honors

# LANGUAGES/TECHNOLOGIES/TOOLS

- C++, Java, HTML, CSS, JavaScript, Node.js, Python, React.js
- Firebase Realtime Database, Heroku, MongoDB, PostgreSQL
- UNIX, Photoshop

## **EXPERIENCE**

## Google, Engineering Practicum Intern on Funding Choices Team

Jun 2019 - Sep 2019

- Developing feature that optimizes operations from UI to Datastore layer
- o Allows ad publishers to more efficiently push ad-blocking walls and increase revenue

## Experience Sampler, Research Developer

Nov 2018 - Jun 2019

- Sole developer on research team for UCSB's Communications Department
- Worked on open source iOS & Android surveying app that monitors stress levels of participants
- **Technologies:** Cordova, Javascript, Google Scripts

## **PROJECTS**

## Benmo, <a href="https://github.com/jenniferlai43/cs171finalproj/">https://github.com/jenniferlai43/cs171finalproj/</a>

May 2019

- Developed P2P decentralized money exchange system built on top of private blockchain
- o Implemented Paxos to ensure asynchronous replication and achieve consensus on transactions
- Technologies: Python

## Mineyeeter, <a href="https://jayleenli.github.io/HackSC2019/">https://jayleenli.github.io/HackSC2019/</a>

Apr 2019

- Web VR twist on a classic game Minesweeper by combining physicality of VR along with a multiplayer aspect, which is unique to typical VR games.
- o Technologies: A-Frame, CSS, Firebase Realtime Database, Github Pages, HTML, Javascript

#### Type Type Revolution, <a href="https://jayleenli.github.io/type-type-revolution/">https://jayleenli.github.io/type-type-revolution/</a>

Feb 2019

- Worked in team of 4 to create a real-time entirely client-side multiplayer type-racing game
- Implemented game logic in terms of mapping user interaction to update realtime database
- Awarded "Best Game" at SLO Hacks 2019
- Technologies: CSS, Firebase Realtime Database, Github Pages, HTML, JavaScript
- Additional Projects on <u>Github</u> / <u>Personal Site</u>

## **LEADERSHIP**

• SB Hacks Organizing Team, Co-Director & Developer, https://www.sbhacks.com

Feb 2018 - Current

- Delegate tasks and coordinate with a 10-person team to organize our 400-person annual hackathon
- Created landing page, hacker dashboard, and additional user features for SB Hacks website
- Created React app to optimize application review process and help organizers more efficiently review apps
- Technologies: AWS, JavaScript, Node.js, PostgreSQL, React, Redux, SASS

#### Coders SB, General Representative

Nov 2018 - Current

- Host and lead technical workshops i.e. Web Development
- Organize company talks and tours for undergrad CS students at local SB tech companies