# Jennifer Lai

Email: <u>jennifernlai@ucsb.edu</u> LinkedIn: <u>https://www.linkedin.com/in/jennifernlai/</u>

Phone: (408) 479-0242 Personal Site: <a href="http://jenniferlai43.github.io">http://jenniferlai43.github.io</a>
Github: <a href="https://github.com/jenniferlai43">https://github.com/jenniferlai43</a>

**EDUCATION** 

# University of California, Santa Barbara

Sep 2017 - 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 NYC, Engineering Practicum Intern on Funding Choices Team

Jun 2019 - Sep 2019

- Full-stack development to implement feature that optimizes operations from UI to Spanner Datastore layer
- Integrate feature with overall codebase using various Google internal infrastructure tools
- Allows ad publishers to more efficiently push ad-blocking walls and effectively increase revenue
- Technologies: Java, Javascript, Soy, Spanner

## Experience Sampler, Research Developer

Nov 2018 - Jun 2019

- Worked on open source iOS & Android surveying app that monitors stress levels of participants
- O 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
- o **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.
- Technologies: A-Frame, CSS, Firebase Realtime Database, Github Pages, HTML, Javascript

### ❖ Type Type Revolution, https://jayleenli.github.io/type-type-revolution/

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 Github / Personal Site

# **LEADERSHIP**

## SB Hacks Organizing Team, Co-Director & Developer, <a href="https://www.sbhacks.com">https://www.sbhacks.com</a>

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

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