

Jennifer Lai

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Github: <https://github.com/jenniferlai43>

EDUCATION

University of California, Santa Barbara

Sep 2017 - Jun 2021

B.S. Computer Science, GPA: 3.94

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

LANGUAGES/TECHNOLOGIES/TOOLS

- ❖ Python, C++, Java, HTML, CSS, Closure, JavaScript, Node.js, React.js, Ruby on Rails
- ❖ Firebase Realtime Database, Heroku, MongoDB, PostgreSQL, Docker
- ❖ UNIX, Photoshop

EXPERIENCE

❖ **Facebook, Incoming Software Engineering Intern**

Sep 2020

❖ **Google SVL, Software Engineering Intern on Spanner Infrastructure Team**

Jun 2020 - Present

- Reduced CPU cost of a class of Spanner Paxos writes by ~15-20% by batching RPCs together
- Enhanced Spanner LSM compaction verification by examining all versions of data
- **Technologies:** C++

❖ **Google NYC, Engineering Practicum Intern on Funding Choices Team**

Jun 2019 - Sep 2019

- Implemented and tested full-stack feature that provides bulk management tools for a Google Ads publisher product
- Built feature that allows publishers to upload hundreds of domain settings via a single CSV upload
- **Technologies:** Java, JavaScript, Closure/CSS (templating + style language), Spanner (database)

PROJECTS

❖ **Boe's Beautiful Books, <https://github.com/scalableinternetservices/RoyalTundraWolfpack>** *Nov 2019 – Dec 2019*

- Built and load tested scalable web application for online book discussion club that handles up to 512 users/sec
- Implemented incremental optimizations (caching, pagination) to fix bottlenecks and improve performance
- **Technologies:** AWS, Docker, HTML, Javascript, PostgreSQL, Ruby on Rails, Tsung

❖ **Benmo, <https://github.com/jenniferlai43/cs171finalproj/>**

May 2019

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

❖ **Rap Scorer, <https://github.com/jenniferlai43/rapscorer>**

Sep 2019

- Worked in team of 3 to create a real-time multiplayer rhyming game
- Implemented server infrastructure and game logic to simultaneously map user interactions to respective clients
- Awarded Facebook Sponsored "Best Hack for Building Community" at HackMIT 2019
- **Technologies:** CSS, Datamuse API, HTML, JavaScript, Node.js, Rev.AI API, Socket.io

❖ *Additional Projects on [Github](#) / [Personal Site](#)*

LEADERSHIP

❖ **SB Hacks Organizing Team, Co-Director & Lead Developer, <https://www.sbhacks.com>**

Feb 2018 – Mar 2020

- Raised \$45,000+ in sponsorships and led 8-person team to organize 350-person UCSB annual hackathon
- Created landing page, hacker dashboard, and additional user features for SB Hacks website
- Created React app to optimize application review process and built additional internal team tools
- **Technologies:** AWS, Cloudflare, JavaScript, Node.js, PostgreSQL, React, Redux, SASS, Sendgrid, Webpack

❖ **Coders SB, General Representative**

Nov 2018 – Mar 2020

- Hosted and led technical workshops
 - i.e. Intro to Web Development (HTML, CSS, JavaScript, GitHub Pages)
- Organized company talks and tours for undergrad CS students at tech companies such as Google, Microsoft, Workday, Ridgeline, Appfolio, Procore, Invoca, etc.