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: 3.97

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

❖ **Experience Sampler, Research Developer**   *Nov 2018 - Jun 2019*
  o Worked on open source iOS & Android surveying app that monitors stress levels of participants
  o **Technologies:** *Cordova, Javascript, Google Scripts*

PROJECTS

❖ **Benmo,** *https://github.com/jenniferlai43/cs171finalproj/*   *May 2019*
  o 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**, *https://jayleenli.github.io/HackSC2019/*   *Apr 2019*
  o 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**, *https://jayleenli.github.io/type-type-revolution/*   *Feb 2019*
  o Worked in team of 4 to create a real-time entirely client-side multiplayer type-racing game
  o Implemented game logic in terms of mapping user interaction to update realtime database
  o Awarded "Best Game" at SLO Hacks 2019
  o **Technologies:** *CSS, Firebase Realtime Database, Github Pages, HTML, JavaScript*

❖ *Additional Projects on Github / Personal Site*

LEADERSHIP

❖ **SB Hacks Organizing Team, Co-Director & Developer**, *https://www.sbhacks.com*   *Feb 2018 – Current*
  o Delegate tasks and coordinate with a 10-person team to organize our 400-person annual hackathon
  o Created landing page, hacker dashboard, and additional user features for SB Hacks website
  o Created React app to optimize application review process and help organizers more efficiently review apps
  o **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
  o Organize company talks and tours for undergrad CS students at local SB tech companies