

# Jennifer Lai

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

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## EDUCATION

### University of California, Santa Barbara

Sep 2017 - Jun 2021

B.S. Computer Science, GPA: 3.93

❖ 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

### ❖ 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
- Worked on all layer of the product stack, from writing to the database to building new UI components, all using Google's internal infrastructure tools
- Collaborated with UX team to build 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)*

### ❖ Experience Sampler, Research Developer

Nov 2018 - Jun 2019

- Worked on open source iOS & Android surveying app that monitors stress levels of participants
- **Technologies:** *Cordova, Javascript, Google Scripts*

## 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://jayleenli.github.io/type-type-revolution/>

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 & Developer, <https://www.sbhacks.com>

Feb 2018 – Current

- 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 – Current

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