

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, Closure, 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

- 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

❖ **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*

❖ **Mineyeeter**, <https://jayleenli.github.io/HackSC2019/>

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**, <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. 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.