

Jenny Diep

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Education

University of California, Irvine

(June 2021)

Irvine, CA

Bachelor of Science, Computer Science

GPA: 3.50

Skills

Programming Languages: Python, C, Java, Javascript, HTML, CSS, MySQL, C++.

Frameworks: Ionic, Angular, Bootstrap.

Technologies: Linux, Vim, Eclipse, Git, IntelliJ.

Projects

ZotSearch: Search engine for finding information related to CS within UCI domains. (2021)

- Built a search engine written in Python from the ground up that is capable of indexing fifty thousand documents under an hour.
- Optimized search response time under 300ms.
- Utilized tf-idf to provide quality results ranked from decreasing relevance.

HouseMe: Housing/roommate finder app targeted towards college students. (2021)

- Led a team of 5 developers to build a social media web app, with a focus in user friendly design, designed to help college students find roommates/housing.
- Implemented frontend using Ionic with Angular from high fidelity figmas created by another team member.
- Collected data from user evaluations to find flaws in the app flow to improve user interactions on the app.

MKTracker: Website for tracking group buy dates for mechanical keyboards. (2020)

- Built a user friendly app utilizing Ionic with Angular designed to be responsive on all platforms.
- Presents information when group buys start and end along with price and vendor data.

Fabflix: E-commerce web application for browsing and buying movies. (2020)

- Built Java webapp that supports, captcha, user logins, autocomplete/substring searching, along with stub checkout page.
- Utilized java servlets from apache tomcat for backend along with MySQL as database.

Micromouse: Autonomous Maze Solving Robot. (2018)

- Programmer/Designer in a team project to build an autonomous robot that solves mazes.
- Gained experience with PCB design and etched a PCB by hand to produce faster prototypes and speed up production.
- Mentored beginners the basics of circuit design and C programming.