Jasmine Joyce DeGuzman

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EDUCATION

University of Minnesota-Twin Cities, Minneapolis, MN   *Anticipated Dec. 2023*
B.S. Computer Science, Asian and Middle Eastern Studies Minor   Cumulative GPA: 3.41

Coursework: Fundamentals of Computer Graphics, Computer Architecture and Machine Organization, Digital Design and Programmable Logic, Programming Interactive Computer Graphics and Games, Introduction to Artificial Intelligence, Introduction to Microcontrollers, Elementary Linear Algebra

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SKILLS

Programming Languages: C/C++, Python, OCaml, Java, TypeScript, C#, JavaScript, MATLAB, Verilog
Spoken Languages: English (Native proficiency), Mandarin Chinese (Limited working proficiency)
Systems: AI, AutoCAD, Autodesk Inventor, Git, Machine Learning, Unity, Xilinx Vivado

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EXPERIENCE

Microsoft, Remote
Software Engineer Intern - Xbox Player Services   *May 2022 - Aug. 2022*
- Implemented new machine learning models capable of differentiating sans serif font styles to expand automated compliance testing in line with rigorous company accessibility standards.
- Responsible for updating the user interface that identifies whether an image's text components follow accessibility compliance standards to incorporate the font style classifier.

Explore Intern - Xbox Player Services   *May 2021 - Aug. 2021*
- Streamlined the detection of service availability spikes for Xbox customers by spearheading the creation of a new tool designed to reduce the time spent on root cause analysis.
- Acquired project management and software development experience by directing the project from initial design and development through production; final feature ran on +35,000 machines.

University of Minnesota, Minneapolis, MN
Undergraduate Researcher   *Jan. 2022 - Present*
- Conducted research advised by Dr. Evan Suma Rosenberg in the area of immersive user interfaces such as virtual reality with a focus in perception and interaction.

Computer Science Teaching Assistant   *Jan. 2021 - Present*
- Collaborated with the professor and fellow teaching assistants to ensure effective class content delivery and timely grading of assignments and exams.
- Held weekly office hours and led multiple lab sections of 25+ students to assist with course topics on data structures and algorithms, object-oriented programming and functional programming.

PUBLICATIONS

J. Pivovar, **J. DeGuzman** and E. S. Rosenberg, "Virtual Reality on a SWIM: Scalable World in Miniature," *2022 IEEE Conference on Virtual Reality and 3D User Interfaces Abstracts and Workshops (IEEE VR)*, 2022.

AFFILIATIONS

Illusioneering Lab - Advisor: Dr Evan Suma Rosenberg
Institute of Electrical and Electronics Engineers
Society of Women Engineers