Jasmine Joyce DeGuzman

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EDUCATION

University of Minnesota-Twin Cities, Minneapolis, MN   *Anticipated May 2024*
B.S. Computer Science, Asian and Middle Eastern Studies Minor
Coursework: Fundamentals of Computer Graphics, Computer Architecture and Machine Organization, Programming Interactive Computer Graphics and Games, Intro to Artificial Intelligence, Intro to Operating Systems, Intro to Microcontrollers, Intro to Digital Design, Elementary Linear Algebra

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SKILLS

Programming Languages: C/C++, Python, OCaml, Java, TypeScript, C#, JavaScript, OpenGL, 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

University of Minnesota, Minneapolis, MN
Undergraduate Research Fellow   *Jan. 2022 - Present*
- Conducted research in the area of immersive user interfaces such as virtual reality with a focus in perception and interaction as part of the Illusioneering Lab advised by Dr. Evan Suma Rosenberg, funded by the National Science Foundation Research Experiences for Undergraduates program.

Undergraduate Teaching Assistant   *Jan. 2021 - Dec. 2022*
- 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, functional programming, and computer architecture and machine organization.

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.

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

Association for Computing Machinery - University of Minnesota Student Chapter
Illusioneering Lab - Advisor: Dr. Evan Suma Rosenberg
Institute of Electrical and Electronics Engineers
Society of Women Engineers