

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 Operating Systems, Intro to Microcontrollers, Intro to Artificial Intelligence, Linear Algebra and Differential Equations

SKILLS

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

Spoken Languages: English (Native proficiency), Mandarin Chinese (Limited working proficiency)

Tools/Systems: AI, AutoCAD, Git, Machine Learning, Multithreading, Oculus, Raytracing, Unity3D

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.

Microsoft, Redmond, WA

Software Engineer Intern - Xbox Player Services

May 2023 - Present

- Developed an end-to-end application that systematically prompts ChatGPT to generate structured datasets of text aligned with company defined taxonomy in order to refine current content moderation platform rules and policies.
- Mentored and provided technical support to a 3-person squad of underclassmen interns to aid in the success of their summer project and internship experience.

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 Product 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 service ran on +35,000 machines.
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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, UMN Student Chapter - Treasurer

Institute of Electrical and Electronics Engineers - Student Member

Society of Women Engineers - Student Member