

# Jasmine Mann

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## EDUCATION

**B.S. Computer Science**  
**San Francisco State Univ.**  
**2013-2019**

- Minor: Art | Studio Art
- Graduation: May 2019

## TECHNICAL SKILLS

- Java
- C#
- C++
- HTML
- CSS
- JavaScript
- PHP
- Unity
- Android Studio
- MySQL
- Git

## COURSEWORK

- Multiplayer Game Development
- Programming Methodology
- Software Development
- Software Engineering
- Machine Structures
- Data Structures
- Artificial Intelligence
- Operating Systems
- Machine Structures
- Human Computer Interaction

## EXPERIENCE

### Operations Administrator

**Shining Star Trans Inc (SST) | Aug 2018 – Present**

- Designed and developed company site, along with Client portal maintenance
- Developed a streamlined data management and filing systems for all incoming and outgoing needs using Excel and Quicken
- In charge of payroll and expense reports, managing data and other confidential documents

## PROJECTS

### Super Spork (Summer 2018) – Food delivery App using Swift

- Led a focus group to test the app in all of the development phases
- Designed wireframe mockups for the different screens using assets and customized UI content I created in Figma; along with designing the logo for the app

### Ethnicity Recognition (Spring 2018) – Software that sorts images and identifies different ethnicities into categories

- Implemented a convolutional neural network to identify different ethnicities in images
- Created deep layered neural network in a remote virtual machine, and trained a VGG model on our collected data
- Attempted both Sequential and trained a VGG16 model
- Built using Keras, Tensorflow, Jupyter Notebook and implemented on GCloud computer engine

### WAREHAUS (Summer 2017) – Web based online stock image service

- Worked as a full stack developer in a team of 7 consisting of a team lead, CTO, front-end, and back-end developers
- Aided team lead in providing thorough documentation of use cases, mockups, functional/nonfunctional specs of site
- Coded in PHP, HTML, and CSS using Model-View-Controller architecture to build a user-friendly interface
- Used Git and AWS(amazon webserver) provided by SFSU to collaborate with my team

### SLIP THE SHIP (Spring 2017) – Android Platformer/Puzzle

- Designed levels and overall concept and theme of the game
- Worked on implementing a mini-map and more challenging AI features to improve gameplay
- Conducted daily scrum meetings with my team and conducted a focus group for user feedback before presenting a demo

### EVENTBROWSER (Fall 2016) – Android app that uses real-time search to view Meetups in your location

- As Team lead I successfully implemented Model-View-Controller patterns, real-time search, and location services under a strict deadline
- Queried the Meetup API using the Android Volley API