Jasmine "Inishan" Chen

Dedicated, experienced and proficient CS student with hands-on experience working with production-scale datasets and services in notable firms. Led teams and won numerous awards in programming competitions.

Career Summary

- Incoming Software Engineer at Google Taipei.
- Software Engineering Intern at Google USA.
 - Expanded a large-scale testing framework used by Google YouTube and Search Infrastructure developers.
- R&D Intern at Synopsys Taiwan.
 - o Designed, implemented and analyzed graph algorithms on production-scale datasets.
 - Rated Best Intern of the Year and presented the work in Synopsys Shanghai.
- 11 years of experience in competitive programming. Led numerous teams and gave lectures.
 - Received 20+ national/regional awards in programming competitions.
 - Curated a well-received resource collection: "Awesome Competitive Programming" (2,500+ stars on GitHub).
- 3 years of experience in gaming industries.
 - · Wrote keyboard lighting effects, implemented website designs, managed servers and coordinated events.
- Created, administered and managed multiple websites with decent web traffic.

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Contact

Languages: English (fluent with neutral accent, TOEIC 940/990), Chinese (native)

- Email: jasmine.chen.cs@gmail.com
- GitHub @Inishan
- LinkedIn @Inishantw
- Twitter @Inishantw

Education

National Chiao Tung University

Bachelor's Degree, Computer Science and Engineering (Sep 2014 – Jan 2018), Management Science (Sep 2012 – Jun 2014)

- Bachelor's Thesis: SQLGitHub (Python, 2017), a project mentored by Mozilla to make managing GitHub organizations easier. Features a SQL-like syntax to fetch aggregate data from GitHub API. Wrote a SQL parser from scratch.
- o GPA: 4.01/4.30
- o 5 Academic Achievement Awards (Top 5% in class)
- o 2 Curricular Scholarships (Discrete Mathematics, Data Structures)
- o Teaching Assistant, Object-Oriented Programming
- Relevant Coursework: Data Structures, Algorithms, Artificial Intelligence, Discrete Mathematics, Probabilities, Operating Systems, Computer Organization, Computer Networks, Computer Graphics, Computer Security, Database Systems, System/Network Administration Practice, Parallel Programming, Human Computer Interaction

Skills

Areas

- Algorithms, Data Structures, Backend Development, Software Engineering, Parallel Computing, Web Development,
 System Administration
- Languages
 - C++, C, Python, Bash, Web (HTML, CSS, JavaScript, PHP, MySQL)
- OSes
 - Windows (Cygwin), macOS, Linux, FreeBSD

Experience

Google

Software Engineer

Taipei City, Taiwan, May 2018 (expected) -

- o C, C++, Systems Programming
- o Chrome OS Media

Google

Software Engineering Intern

Cambridge, MA, USA, Jun 2017 — Sep 2017

- Python, Software Testing, Infrastructures
- Expanded a large-scale integration testing framework used across services at Google, including YouTube Infrastructures and Search Infrastructures, to support and facilitate iterative development.
- · Wrote an extension that monitors local code changes and automatically recompiles, redeploys, and retests services.
- Shortened workflow of iterative testing by 1 8 minutes (or 10 20x) on each retest.
- Worked with Live developers to test and enhance the extension, which also led to improvements of test cases.

Synopsys

R&D Intern

Taipei City, Taiwan, Jul 2016 — Aug 2016

- C/C++, Algorithms, Shell Scripting, Graph Visualization, Memory Profiling
- Designed, implemented, and analyzed a novel, efficient, scalable graph algorithm that speeded up Nodal Analysis by 120% and reduced its memory usage by 47% on datasets used in production.
- Performed extensive profiling, data analysis and 3D graph visualization on the effects of the algorithm.
- Wrote several shell scripts and a custom memory allocator and for fully automated testing and profiling.
- Wrote massif-cherrypick (C++, 2016), a Valgrind extension to analyze partial memory consumptions.
- Rated Best Intern of The Year and presented the work in Synopsys Shanghai.

ITSA E-tutor

Problem Reviewer

Remote/Tainan, Taiwan, Apr 2016 — Dec 2016

- Algorithms, Discrete Mathematics
- Reviewed 120 algorithmic problems on ITSA E-tutor, an online learning platform initiated by the Ministry of Education in Taiwan.
- Examined problem statements, assessed feasibility and correctness of solutions, and validated test cases.

Cooler Master

Independent Contractor

Taipei City, Taiwan, Apr 2016 - Jun 2016

- C++, Windows API, C++ SDK, Time-Driven Programming
- Programmed LED lighting effects on MasterKeys Pro (keyboard) with its C++ SDK and Windows API.
- · Attained animations with smooth gradient transitions with advanced time-driven programming.

4Gamers

Part-time Internship

Taipei City, Taiwan, Jan 2014 - Aug 2014

- o IT, Web Development
- o General IT Assistance, including setting up PCs and troubleshooting issues.
- o Implemented professional web designs with HTML, CSS and JavaScript.
- Assisted many Twitch celebrity streamers (5,000 100,000 followers) in partnerships, sponsorships, stream moderation and other issues.

eGamers

Part-time Internship, Community Coordinator

Remote, Jul 2012 - Dec 2013

- IT, Web Development, Community Coordination
- · General IT Assistance, including setting up PCs and troubleshooting issues.
- Wrote a simple form management system for hosting tournaments and a couple handy tools for news publishing with HTML, CSS, JavaScript, PHP and MySQL.
- Assisted many Twitch celebrity streamers (5,000 100,000 followers) in partnerships, sponsorships, stream moderation and other issues.

• i-Feels.net

Cofounder, Administrator, Developer

Remote/Hong Kong, Apr 2006 - Feb 2008

- Visual Basic , PHP , MySQL , Website Mangagment
- Cofounded i-Feels.net and its predecessor ODB a small development studio with friends from Hong Kong. i-Feels.net was
 one of the most popular forums in Hong Kong, having 60,000+ registered members and being amongst the top 500
 websites in Hong Kong according to Alexa Traffic Rank.
- · Administered a number of other websites and forums with moderate web traffic during that period of time.
- · More information can be found on this Wiki page.

Honors

Academic Performances

Academic Achievement Award

Top 5% in class in terms of overall grades

- o 2016 Spring, 2015 Fall, 2015 Spring, 2014 Fall, 2014 Spring
- Curricular Scholarship

Top 5% in class for the "Core Subjects" designated by the department

• Discrete Mathematics, Data Structures

Problem Solving (Algorithms & Data Structures)

Been the team leader and main coder in all the following contests:

- ACM-ICPC (International Collegiate Programming Contest)
 - Honorable Mention, 2015/Taipei
 - Honorable Mention, 2015/Hanoi
 - Honorable Mention, 2012/Kaohsiung
- National Collegiate Programming Contest
 - o 3rd Place, 2015
 - Honorable Mention, 2012
- ITSA National Programming Contest
 - o Honorable Mention, 2015
 - o 11th Place, 2014
- National Problem Solving Contest
 - o Finalist, 2011 (15th Place)
 - o Finalist, 2010 (9th Place)
 - o 5th Place, 2008
 - o 4th Place, 2007
- Taipei Software Programming Contest
 - o 3rd Place, 2011
 - o Honorable Mention, 2009
- Taipei Information Proficiency Competition
 - o 3rd Prize, 2011
 - o 3rd Prize, 2010
 - o Honorable Mention, 2009

Web Development (HTML/CSS/JavaScript/PHP/MySQL)

- National Collegiate Programming Contest Application Software
 - o 3rd Place, 2015
 - o Honorable Mention, 2014
- Taiwan School Cyberfair
 - o Bronze (3rd Place), 2010

GUI (Visual Basic)

- Information Technology Month Creative Software Programming Contest
 - 4th Place, 2010/National/Individual
 - 4th Place, 2009/National/Team
 - o 4th Place, 2009/Northern Region/Individual

Projects

- Awesome Competitive Programming (Markdown, 2016)
 - Markdown , Algorithms , Data Structures
 - A curated list of awesome resources for Competitive Programming, Algorithms and Data Structures. Currently starred by 2,500+ and forked by 600+ GitHub users worldwide. This project was aimed to connect the world to information - and it did
 :) .
- Ini::vector (C++, 2016)
 - C++ , Data Structures
 - An optimized, almost-C++17-compliant std::vector implementation. Up-to-149% more efficient than counterparts when tested on gcc 6, clang 3.8 and VS14. Found a mistake in Facebook's folly::fbvector.
- massif-cherrypick (C++, 2016)
 - C++, Memory Profiling
 - A Valgrind extension to analyze partial memory consumptions. Takes in a massif.out file, and forges a new one containing only stats of the functions that match the specified pattern..
- ChiChew (Python, 2016)
 - Python, Web Scraping, Packet Inspection
 - A web crawler for the Chinese-Chinese dictionary published by the Ministry of Education in Taiwan. Observed HTTP requests, inspected packets and came up with a neat approach to crawl the data.
- Parallel Video Processing (C++, 2015)
 - C++, Parallel Programming, Video Processing
 - A group project on parallelizing video processing. Utilized various APIs: C++11 thread, Pthread, OpenMP, CUDA and FPGA
 on Windows, Linux and OSX. Drawn interesting conclusions.
- Twitch Plays Connect6 (C++, 2014)
 - \circ $\,$ C++ , Multithreading , Network Programming , Artificial Intelligence
 - A crowdsourced Connect6 game hosted on Twitch. Designed a multi-threaded interaction framework built on OpenCV, adapted an open-source IRC client and wrote a simple Connect6 AI.
- FormMgr (Web, 2013)
 - HTML5 , JavaScript , PHP , MySQL , Web Development
 - A simple and easy-to-use form management system for organizations. Allows users to validate fields with custom regular expressions. Utilized HTML5 native drag-and-drop and JavaScript for extensive DOM manipulations.

Talks

- Jasmine Chen. {Name-of-testing-framework} Interactive Edit/Reload. Google Cambridge. Sep 8, 2017.
- Jasmine Chen. CDC Performance Improvement: Trimming Resistance Network. Synopsys Shanghai. Nov 14, 2016.
- Jasmine Chen. Profiling & Graph Visualization. Synopsys Taiwan. Aug 17, 2016.
- Jasmine Chen. State Space Search. NCTU Training Camp. Summer 2015.
- Jasmine Chen. Basic Enumeration. NCTU Training Camp. Summer 2015.
- Jasmine Chen. Essential C/C++. NCTU Training Camp. Winter 2015.

Trivia

- Used to solve a 3x3 Rubik's Cube in under 18 seconds on average.
- Moderated UniCube.tw then one of the most popular online forums for Rubik's cubers in Taiwan.
- Has 500+ games on Steam through game reselling and trading. Was the first and only person in Taiwan to do so.
- Had 3000+ followers on Twitch being an active community member of esports and game streaming.
- Organized the very first reddit AMA for TW/HK esports players.