

JACLYN TSENG

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EDUCATION

UNIVERSITY OF CALIFORNIA, DAVIS

B.S. in Computer Science '15
Minor in Technology Management
GPA: 3.58 / 4.0

SKILLS

C++ | Java | Python | HTML | CSS | jQuery | MySQL
OS X | Linux | Windows
Adobe InDesign | LaTeX

EXPERIENCE

AMAZON WEB SERVICES | SOFTWARE DEVELOPMENT ENGINEER INTERN

June 2014 – September 2014 | Seattle, WA

- Devised a load balancer that used various techniques, such as random and weighted-random, to relay tasks to different threads.
- Boosted the performance of a system that utilized multithreading to process system messages chronologically, contributing to an overall improvement on performance for Amazon Redshift.

TOM&CO | FRONT END DEVELOPMENT INTERN

September 2014 – November 2014 | London, UK

- Designed responsive marketing emails for various UK e-commerce companies including Sofa.com and Pooky using HTML and CSS, and utilized Litmus to ensure that they accommodated all email clients and browsers.
- Introduced Gulp.js to build templates for marketing emails that expedited the process, increasing efficiency of completion to fifteen minutes from four hours, and clearly documented how to use and modify the template.
- Implemented responsive web elements for the websites, and QA tested across all browser platforms.

DAVIS CODE CAMP | PROGRAMMING INSTRUCTOR

September 2013 – Present | Davis, CA

- Co-designed a beginner's curriculum for students to follow involving animation using MIT's Scratch program and robot manipulation using UC Berkeley's Snap program.
- Developed an intermediate curriculum that acquainted students with advanced techniques in Scratch and introduced students to further programming in Python.
- Instructed elementary-aged students how to program using high-level applications and promoted creative thinking.

PROJECTS

TEKBUBBLE | SENIOR DESIGN PROJECT

- Created an infinite vertical-scroller mobile game using Unity in a team of five.
- Generated background elements in the game and built assets by using Adobe Photoshop.

TEXTBOOKS ONLINE | HACKATHON PROJECT

- Utilized Twitter Bootstrap to create a visually appealing platform for textbooks online.
- Integrated interactive charts and an efficient highlighting feature through jQuery.
- Adopted Bootstro for a reviewing feature unique to our application.

INTERACTIVE PROGRAMMING IN PYTHON | COURSERA COURSE THROUGH RICE UNIVERSITY

- Used Python with a focus on object-oriented programming to create numerous interactive games, such as Pong, Memory, Guess the Number, Blackjack, and Asteroids.
- Graded other students' projects to understand and critique their thinking processes in creating their programs.