# Jocelyn D.

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Github: Noodulz

## Education

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| 2023–Present | **Florida International University**, <br> *Computer Science*, Master of Science. |
| 2019-2023 | **University of Florida**, <br> *English with Minor in Computer Science*, Bachelor of Arts. |

## Relevant Courses

Classroom — Discrete Structures and Mathematics, Analytical Geometry and Calculus, Differential Equations, Data Structures and Algorithms, Operating Systems, Computer Organization and Architecture, Advanced Computer Graphics

## Skills

Languages — C/C++, Python, Java, HTML, CSS, SQL, JavaScript, Powershell, Bash

Frameworks — PyTorch, React, React Native, MySQL, Node.js

Tools — Anaconda, Git, Visual Studio, Jupyter Notebook, Google Colab, Figma, Docker

## Experience

**Feb 2024 - Present** — **Graduate Research Assistant**, FLORIDA INTERNATIONAL UNIVERSITY.
- Lead a team of 5 individuals in a research project aimed at benchmarking copyright violations within large language models (LLMs).
- Conduct in-depth research on convolutional neural networks (CNNs) and explored methodologies from peer-reviewed research papers.
- Implement complex algorithms and methodologies into practical solutions using Jupyter Notebooks and Google Colab
- Assist in the publication of papers and surveys covering various topics in machine learning and generative AI.

**May 2021 - May 2023** — **Front-End Developer**, UNIVERSITY OF FLORIDA.
- Designed user interfaces to streamline the online experience for UF mental health services, improving ease of access for students and faculty.
- Refactored HTML and CSS styling to combat accessibility issues, achieving a 100% ADA compliance score.
- Conducted thorough accessibility audits for over 40 department websites to boost site performance and user engagement as measured by SiteImprove analytics.
- Developed user–centric plugins in PHP, ensuring responsive design continuity and cross–platform compatibility.

**Feb 2021 - May 2021** — **Library Collections Assistant**, UNIVERSITY OF FLORIDA.
- Provided customer service to patrons, responding to inquiries about the collection and library policies, resulting in a 95% satisfaction rate among patrons.
- Coordinated and implemented the shifting of collection sections, leading to a 25% increase in available space for incoming materials.
- Processed materials shifting between in-house and out-of-house collections, ensuring accuracy and efficiency in cataloging for over 1 million items.

**Jan 2020 - Apr 2020** — **Software Engineer Intern**, INFOTECH.
- Partnered with a senior software engineer to implement a Linux operating system in Docker.
- Programmed over 50 bash scripts to compile system packages which optimized build and compilation time.
- Identified and patched critical security issues to prevent threats such as buffer overflows and command injections.
- Contributed to software evaluation processes, recommending optimal application packages and following agile development principles to maintain system integrity.

Aug 2019 - **Engineering IT Tech Support**, Herbert Wertheim College of Engineering.
Dec 2019
- Diagnosed and repaired various problems with hardware and computers coming from undergraduate students, graduate students, and faculty members across campus.
- Remote diagnosing via video chat, running various duties across campus, and doing inventory on necessary supplies for repair.
- Automated processes and subroutines through writing scripts in Powershell and Python.

## Projects

Feb 2024 **PolyPaint**.
- Developed a convex polygon rasterizer with multiple customization features using C++ and OpenGL2 for usage on Windows desktop environment.
- Implemented user interface and features with Imgui graphics library.

Mar 2023 **Earrode**.
- Built a cross-platform mobile in React Native, educating users on musical scales and chords.
- Created a modular restful API with Node.js for sound retrieval and implemented user authentication with OAuth2.0.

Mar 2022 **Min-Heap Shopping Bot**.
- Partnered with 3 developers to build a desktop app in C++ to find the best prices for various clothes via queries.
- Implemented graphical user interface using ImGui, SFML, and ImGui-SFML to integrate the two libraries.

Aug 2020 **timmyTTS**.
- Designed a text-to-speech Discord bot that generates mp3 files of speech synthesis in 20 languages, along with detecting and translating languages.
- Developed back-end using Python, Google Translate API, and VoiceRSS API to handle user input.

## Extracurriculars

Sep 2023 - **INIT Build @ FIU**, *Lead Front-End Engineer*.
Dec 2023
- Lead design initiatives on a full stack web app that matches prospective roommates within budget and preferences.
- Transform Figma wireframes into live features using React, TypeScript, and ChakraUI.
- Coordinate with a 6-member team to enhance user interface and maintain security protocols.

Mar 2022 - **University Film Society**, *Webmaster*.
Mar 2023
- Developed a Python Discord bot which facilitated movie and quote searches, and organized weekly film selections for 200+ members.
- Coordinated over 30 film screenings across UF campus, fostering a vibrant film community.

Apr 2020 - **UF Student Information Security Team**, *Webmaster*.
Apr 2021
- Led the creation of a web portal supporting CTF competition training for over 50 members.
- Revamped the team's website with JavaScript and GitHub Pages, increasing user engagement by 25% in views.