

Grace Juan

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Education

University of California, Berkeley **Aug 2021 - May 2025**

B.A. Computer Science & B.A. Cognitive Science | 3.9 GPA

- **Coursework:** Efficient Algorithms, Operating Systems, Data Structures, Computer Architecture, Networking, AI, Discrete Math, Probability, Information Systems Design, Computer Security, Computer Programs, Cognitive Psychology (Decision Making, Human Behavior)

Yonsei University (South Korea) **Feb - Jun 2024**

International Exchange Program, Psychology | 4.0 GPA

Experience

DebaterHub - Contract Software Engineer **Aug 2024 - Jan 2025**

- Developing 3D interactive UI for users to visually explore search results from a vector database.
- Coordinating with client weekly to discuss development progress and align with business goals.
- Managing a team of **6** engineers; responsible for organizing collaboration, delegating tasks, providing technical expertise, and ensuring quality of work.

GlobalWafers - Manufacturing Technician **May - Aug 2022**

- Constructed SOI semiconductor wafers used to produce microchips; coordinated with a team of technicians to conduct highly precise manufacturing operations using specialized equipment.

Codeology @ Berkeley - Director, Project Leader, Software Developer **Jan 2022 - Present**

- Organized and marketed industry events with companies such as **Uber, NASA, IMC** for a combined **200+** student audience members.
- Achieved a **15%** increase in club applications by directing and implementing a new promotional strategy.
- Conducted recruitment processes of **400+** applications with a **3%** acceptance rate.
- Raised **\$20,000** club funding through contract software projects.
- Created and taught an **8-week** technical course with learning materials (slides, resources, homeworks) to lead **6** students to each develop a finished, full-stack product.

Projects

Planet Exploration | 3D interactive solar system [!\[\]\(3342c215b2a8b663596a81468d5dc314_img.jpg\)](#) **Aug 2024**

- Built immersive environment with responsive camera controls, user-interactive events, and GSAP animations
- Utilized raycasting, algorithms for object positioning, and Three.js post-processing effects

Gitlet | version control system **Aug 2022**

- Designed a git-like VCS, including add, commit, branch, merge, checkout, and remote repository functionality
- Employed object serialization, file persistence, BFS to detect split points, and extensive use of data structures

Jay-Zam! | song identification app **Jul 2022**

- Created a full-stack web app to identify songs using an audio fingerprinting and peak-finding tool
- Built an interactive UI with real-time visualizations and state management for recording user audio

Additional Info

Languages: Python | Java | Rust | SQL | HTML | CSS | Javascript | Go | Bash | C | x86 | RISC-V

Tools: React | Vue | Git | Three.js | Flask | Docker | AWS | Figma | Adobe Suite | Excel | VSCode | \LaTeX

Interests: Award-winning Visual Artist | Mountain Backpacker | Writer