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# JESSICA HOU

Santa Clara, CA

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## EDUCATION

### Santa Clara University, College of Arts & Sciences

*Bachelor of Science in Computer Science, Minor in Mathematics & Studio Art*

Santa Clara, CA

Class of Jun 2021

- **GPA:** 3.85
- **Honors/Societies:** Alpha Kappa Psi, Robert Warren Scholar, Provost Scholar, University Honors Program
- **Relevant Coursework:** Algorithms, Computer Graphics, Computer Networks, Data Science, Data Structures, Object-Oriented Programming, Operating Systems, Programming Languages, Software Design & Management, Web Programming

## WORK & LEADERSHIP EXPERIENCE

### Splunk

*Software Engineer Intern*

San Jose, CA

Jun 2020 – Present

- Designing, developing, and testing applications for software enhancements and new products for the Phantom Security Automation & Orchestration platform
- Building CI/CD pipelines and automated tests for open source Phantom applications
- Understanding customer use cases and ensuring product quality by collaborating with customers and product managers

### Santa Clara University, Math & Computer Science Department

*Lab Teaching Assistant & Grader*

Santa Clara, CA

Jan 2019 – March 2020

- Tasked to hone students' application of concepts learned in Intro to Programming and Object-Oriented Programming courses
- Corresponded with professor to assist the facilitation of labs of 30+ students up to twice a week
- Addressed students' lab procedural inquiries to foster greater understanding of basic computer science concepts and C++ syntax

### Hewlett-Packard Enterprise

*Systems/Software Engineer Intern*

San Jose, CA

Jun 2019 – Nov 2019

- Enhanced real-time data generation and graphic visualization of defect transition history for 3PAR (Primera) Storage PMO
- Streamlined analysis of historical bug movements by implementing Python scripts (REST API & SQL Server) and upgrading internal web GUI (AngularJS, ASP.NET & C#)
- Collaborated with release managers and software engineers in an agile software development cycle

### Code to the Future

*Instructor*

Portland, OR

May 2018 – Aug 2018

- Assigned to instruct younger technology-driven students through block-based coding video game design (Scratch) and Minecraft "modding" using Eclipse IDE and Java
- Spearheaded 6-hour classes of a total of ~40 students and trained fellow instructors on structure of curriculum
- Improved students' knowledge of the debugging process, code organization & programming logic

## PROJECTS

### Bug Bounce

*Language: Python; Tools & Technologies: Microsoft SQL Server, REST API*

San Jose, CA

June 2019 – July 2019

- Developed two implementations of Python script to track defect bounces into and out of any organization within HPE in a given time frame
- Delivered substantial insight into triaging efforts of development teams for product owners, scrum masters, and program managers

### Avenger

*Languages: C#, JavaScript; Tools & Technologies: AngularJS, ASP.NET, Visual Studio*

San Jose, CA

July 2019 – August 2019

- Enhanced internal HPE bug analytics web app by engineering additional filtering capabilities for defect transitions and program analytics tools
- Increased accessibility and efficiency of bug data-gathering to measure overall feature team productivity

## SKILLS, ACTIVITIES & INTERESTS

**Languages:** Conversationally proficient in Mandarin

**Tools:** Familiar with Angular/AngularJS, Git, HTML5/CSS3, Jira, Jupyter Notebook, NodeJS, PyCharm, Vi/Vim, XCode

**Programming Languages:** Proficient in C++, Python; Familiar with Assembly, C#, Java, JavaScript, MySQL, Scala

**Activities:** ACM-W, Rewriting the Code (RTC) Fellow, SWE, Women in STEM

**Interests:** Frida Kahlo, Foodie, Painting, Sketching, Tennis, Traveling