Tina Cui

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Education

University of Houston - Houston, Texas   May 2024

Bachelor of Science in Computer Science, Minor in Mathematics   *GPA: 3.6*

Dean's List: Fall 2020, Spring 2021, Spring 2022, Fall 2023   *Graduated Cum Laude 2024*

Relevant Coursework

- Computer Science and Programming
- Computer Organization and Architecture
- Algorithms and Data Structures
- Data Science I
- Database Systems
- Software Design
- Introduction to Game Development
- Introduction to Computer Networks
- Introduction to Automata and Computability

Skills

Programming Languages: Python, C/C++, JavaScript, HTML/CSS, SQL, R, Golang
Programming Frameworks: Node.js, Express.js, React.js, Tailwind, Bootstrap 5, Jest
Tools: Git/Github, Unity, Godot4, Agile, AWS, Microsoft Office, Jupyter Notebook, Photoshop, Figma
Languages: English (Fluent) and Mandarin Chinese (Native)

Projects

Personal Portfolio | *Javascript, Tailwind, React, HTML/CSS, VS Code, Github*   June 2024 –Present
- Developed a personal portfolio using Tailwind, Nextjs, React, HTML, CSS, and JavaScript to showcase projects, skills, and illustrations
- Designed the website layout with Figma, created animation transitions using React framer-motion, and implemented a responsive user interface with media queries to optimize the user experience across all platforms
- Hosted and deployed the web application through Github pages

Solar Flare Intensity Research | *R, RStudio, Python, Pandas Framework, GitHub*   Feb 2024- Apr 2024
- Led the team to create a solar flare intensity estimations based off of data from the RHESSI from 2004-2005
- Created intensity estimation maps using K-Nearest Neighbor (KNN) and Kernel Density Estimation (KDE)
- Designed hotspot discovery algorithm that classified self-defined intensity thresholds to denote low/high intensity

Let Meowt Game | *Godot 4, GodotScript, Git*   Sep 2023 – Dec 2023
- Designed, drew, and animated the characters, assets, map layout, and puzzles for a retro RPG horror game
- Implemented puzzles and established a dialogue system to incorporate story elements to the gameplay
- Set boundaries to all maps and created an inventory to allow the players to hold onto items for future puzzles.

Fine Arts Museum of Houston Database | *Javascript, Node.js, React.js, Express.js, MySQL*   Aug 2023 - Nov 2023
- Developed a full-stack art database using Node.js, allowing clients to purchase museum tickets and browse murals
- Designed frontend using React and implemented Express.js backend JSON API routing and led DB integration
- Conducted Jest unit testing, yielding a 25% increase in bug detection efficiency and code quality

Experience

IEEE Event Chair Member and Coding Tutor | *Python and R Tutor*   Jan 2021 – May 2024
- Reached out to companies for club sponsorships, hosted events such as Chili Cook Off, and assisted with budgeting
- Tutored 100+ students in introductory programming courses and data science
- Created visual assets using Figma to advertise events to the public and ensured club member participation

Jersey Mike's Subs | *Shift Manager*   Apr 2017 – May 2022
- Involvement as a shift lead, guiding and advising coworkers while upkeeping the store and company standards
- Practice in continuous customer service and creating sandwiches to the customer's preference
- Food Handling and Manager certified