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BERTHA HU

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EDUCATION

Johns Hopkins University — **Baltimore, MD**
Bachelor of Science in Computer Science — *Expected May 2018*

- **Relevant Courses:** Computer Science Innovation & Entrepreneurship, Object-Oriented Software Engineering, Natural Language Processing, Data Structures, Automata & Computation Theory, Video Game Design, Intro to Business
- **Awards:** 1st place in JHU BPC, Rewriting the Code 2017 Fellow, 1st place in HopHacks, Coca-Cola Scholar, Invensys Scholar

SKILLS

- **Languages and Tools:** Java, Python, C++, C, HTML, CSS; JIRA, Excel, PowerPoint, Unity, Maya, Adobe Photoshop & Flash
- **Knowledge Areas:** Agile, entrepreneurship, leadership, product management, investments, business development

WORK EXPERIENCE

Electronic Arts — **Redwood City, CA**
Product Manager — *Jul. 2018 − Present*

- Lead Interview Sidekick app and CMS which enhances an applicant's interview experience and Talent Acquisition's workflow
- Build out People Tech portfolio in the EA IT PPM team for scalable product lines that optimize the HR experience

A-Level Capital — **Baltimore, MD**
Partner — *Feb. 2017 − May 2018*

- Invested in and support early-stage companies founded by Hopkins affiliates at student-lead VC firm with $500,000 AUM
- Firm has raised >$680,000 and experienced a 43.53% increase in portfolio value within 15 months
- Sourced and evaluated potential investments, conducted due diligence, provided seed funding, and managed portfolio companies

Enova International — **Chicago, IL**
Product Management Intern — *Mar. 2017 − Jul. 2017*

- Lead Document Upload for CashNetUSA, which upgraded the US loan application process; now nets >$500,000 yearly ROI
- Managed three software engineering interns and worked cross-departmentally to meet business needs; used Scrum framework
- Implemented the US customer journey map, populated with images of site pages for all client types; now used by whole US team
- Prioritized installment loan app features through survey research; created the mobile application flow for the entire process

OmniTrail Technologies — **San Jose, CA**
Software Engineering & Business Development Intern — *Jun. 2015 − Aug. 2016*

- Independently created two real-time visualizers in Java that have since been pushed into production to all clients
- Utilized Jetty to receive JSON objects from the location server and used histogram filters to algorithmically determine locations of devices, mapping detected DSI and their trails on floor nodes for product demos and client debugging purposes
- Used Quartz to create a heartbeat program that tracks activity of back-end server operations and detects issues
- Conducted due diligence and lead meetings with invested companies (ie. Tesco, Verizon, Zebra, Qualcomm, Cisco)

IBM — **Littleton, MA**
Software Engineering Intern — *Jun. 2014 − Aug. 2014*

- Designed tests for the GUI of IBM Connections Automation team, ensuring that services functioned properly across builds, issues were identified and fixed quickly, and end-users experience an error-free product
- Developed smart cloud services in Java, producing 31 test cases and preventing 238 defects across multiple servers
- Presented finished project with teammates to >50 managers, engineers, and other interns across different sectors of the company

PROJECTS

ToI — *Apr. 2018*
An affordable preventative healthcare device that automatically analyzes the quality of a user's stool based on color, size, shape, presence of blood, and other important qualities to detect GI issues. Created with two other students using a Raspberry Pi with a camera and sensors, OpenCV, PostgreSQL, and React Native. Won first place at the 2018 JHU Business Plan Competition.

Gamma Ray Kitten – *github.com/BitBallers/GammaRayKitten* — *Dec. 2014*
A randomized videogame about a radioactive cat escaping a laboratory. Created with three other students using Pygame.

Sound Cave Oculus Rift Audio Visualizer – *1st Place at HopHacks* — *Feb. 2014*
An interactive 3D audio game environment experienced through the Oculus Rift that responds to changes in bass, tempo, and rhythm of songs. Created with three other students using Unity and C#. Won first place at the Spring 2014 JHU hackathon, HopHacks.

LEADERSHIP, ACTIVITIES, AND INTERESTS

- **Leadership:** Recruitment Chair and Social Committee board member in Chinese Students Association, previous Vice President of Fraternity Development in Pi Beta Phi Fraternity
- **Activities:** HopHacks, Women in Computer Science, Alpha Phi Omega National Service Fraternity, Chinese Students Association, Pi Beta Phi Fraternity, Business in China Association
- **Interests:** Drawing, photo manipulation, venture capital & startups, reading, writing poetry, gaming, exotic foods, travelling