**Summary**

* **Objective**: Seeking 2023 Fall Research Assistant/Internship in Data Science, Software Development, or in related fields
* **Languages**: Proficient: Java, Python, C++; Intermediate: R, SQL, Assembly
* **Tech Skills**: Object-Oriented Programming, Applied Linear Model, Applied Time Series, Logistic Regression, Machine Learning with Python (sklearn), D3, Tableau, Adobe Illustrator, ArcGIS, core CS Data Structures and Algorithms, JUnit testing, MS Office, Web Scrapping, Topic Modeling

**Education**

**University of Virginia** | Charlottesville, Virginia | Expected Graduation Date: **May 2024**

**Degree:** B.A in *Mathematics* and *Computer Science*; Minor in *Data Science*

**GPA:** Computer Science 4.0/4.0, Overall 3.82/4.0; | **Honor:** Dean’s List for Fall 2021, Spring 2022, and Spring 2023

**Professional Experience**

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| **Data Science Intern** | Biocomplexity Institute at UVA | Arlington, Virginia | May 2023- present   * Participating in project sponsored by the US Census Bureau and answering Census’s questions regarding state data usage and data needs by doing data collection, data cleaning, and data analysis. * Conduct topic Modeling on state constitutions using GENSIM and BERT to generate broad topics in all fifty states. Using Beautiful Soup to do web scrapping on state data center to collect data products and their data sources in each state. * Currently building interactive website and writing Method Space article to present our research findings.   **Database Engineer** | University of Virginia | Charlottesville, Virginia | Jan 2023- May 2023   * Build a music sharing platform for the UVA community, in which users could retrieve, add, update, delete, sort, and ‘like’ songs based on their preference; employ attributes including title, artist name, genre of music, album name, year of release, language of lyrics, collaborations, and the ‘liked’ time by UVA users into the database * Design the database by drafting E-R Model and using 3NF and BCNF to break into proper tables; utilize Figma to design user interfaces on multiple screen scales * Set up the database and prepare the query using SQL on the phpMyAdmin platform; extract data using Spotify API by writing Python scripts |
| **Geospatial Analyst** | Burley Middle School restoration project | Charlottesville, Virginia | May 2022-Jun 2022   * Used ArcGIS to draft two multiple-layered interactive maps of the Burley Middle School terrain which presented disparities in solar radiation and land contours from drone images * Delivered suggestions by embedding the maps into StoryMap to summarize a report advocating installing solar panels around the baseball field based on Geospatial Data Analysis   **Software Development Engineer** | University of Virginia | Charlottesville | Aug 2021-Dec 2021   * Developed a meme generator which takes in image and context input from user to output a customized meme * Practiced Object-Oriented programming such as building constructors, comparator, customized methods; implemented LinkedList, AVL Tree, Minheap and HashMap by hand to optimize asymptotic runtime * Buildup a GUI with Swing to take commands from users, then created GUI window with JFrame, JPanel, etc. to allow users to type in text and upload images * Testing the software from a unit, integration, and system perspective with JUnit5 testing |

**Leadership**

**Vice Chair of Publicity and Information Department at CSSS** | Apr 2022- Apr 2023

* Led a team of 10 to promote activities of CSSS and maintaining social medias accounts
* Employed Adobe After Effect to edit videos and used Canva to design posters; held workshops of Adobe After Effect, Canva, Xiumi for team members