Charlotte Wang

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EDUCATION

Carnegie Mellon University - School of Computer Science   *August 2021 - May 2024*
Bachelor of Science in Computer Science   **QPA: 4.0/4.0**
<u>Activities</u>: CMIMC(Software Comittee Chair), Fun With Robots(98-012) Instructor
<u>Coursework</u>: Computer Systems(15213), Computer Vision(16385), Parallel Programming(15210), Theoretical CS(15251), Principles of Imperative Programming(15122), Math Foundations for CS (Discrete), Matrices and Linear Transformation(21241), Multidimensional Calculus(21-268)

Acton Boxborough Regional High School   *September 2017 - June 2021*
Class scholar (top 10 out of 500)   GPA: 4.0/4.0

EXPERIENCE

Software Engineering Intern, TriNetX   **May 2022 - Aug 2022**
· Designed and implemented a new analytic feature to extract long-term patient lab value trends from electronic healthcare records using machine learning
· Worked with a team of 6 engineers on dynamically producing data sets for a notebook environment.
· Build with Spring Boot(Java), Rust, Python, Go, Cypress, React JS, and Redux.

Teaching Assistant, 15-150 (Functional Programming)   **Aug 2022 - Dec 2022**
· Responsible for content creation, holding weekly office hours and recitations, and grading student work

Research Assistant, CoEX Lab at CMU   **Jan 2022 - May 2022**
· Full-stack development for a proposal-writing website to help freelancer negotiation.
· Made with React JS, Material UI, and Firebase.

Noctem Development   **June 2019 - June 2021**
· Founded non-profit organization hosting competitive programming competitions for high school students
· Designed and built main organization website and grader on React, MongoDB, and Fastify.

PROJECTS

Beaverworks Firmware
· Designed and implemented firmware updater for a smart car in Python and C.
· Best defensive project, withstanding all attacks at the final security challenge.

ABRHS Schedule App
· Android app calculating class times for a 14-day rotating schedule.

LoL Winning Predictor
· Predicting win/loss of League of Legend games from the 1st 10 minutes of 10 game play data
· Utilized ML algorithms from scikit-learn such as linear regression, SVD, PCA, and random forest classifiers.

AWARDS

HackCMU - **1st Place** - Mapping student dining hotspots with machine learning, built on Flask and Pug.
RedRobot Hackathon - **1st Place**   **HackExeter** - 2nd Place
AIME (American Invitational Mathematics Examination) Qualifier
5th Place Team at 2021 National Science Olympiad Tournament
2 Individual Medals(Disease and Sounds of Music) at 2021 National Science Olympiad Tournament

SKILLS

Java, Android Programming, Python, numpy, scikit-learn, C, C++, Rust
Linux, Git, HTML, CSS, Javascript, React, MongoDB, Julia, LaTex, Django