

# Michelle Wee

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## Skills and Strengths

- Java/ Python/ C++/ C
  - UI/UX: React (JavaScript), CSS, Figma
  - Web Application Development
  - Agile & Software Development
  - Problem-solving: Data Structures, Algorithms, Dynamic Programming
  - Machine Learning Algorithms
  - Discrete Mathematics/ Linear Algebra/ Calculus
  - Critical Thinking & Creativity
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## Education

**University of California - San Diego | La Jolla, CA | 09/2022-06/2026**

- Bachelor of Science: Computer Science (Anticipated in 2026)
  - Minor in Cognitive Science
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## Projects

**Arcade - Personal Project | 12/2024 - Present**

- A retro-style browser game with interactive mini-games and dynamic scoring.
- Used React, Vite, and Router DOM for logic, state, and animation control.
- Designed custom visuals, sound, and packaged as macOS desktop app with Tauri.

**TritonTurnup - Academic Project | University of California - San Diego | 09/2024 - 12/2024**

- A campus event-planning web application for UCSD students
  - Contributed to UI/UX and front-end in an Agile team using GitHub
  - Conducted user research and testing to improve engagement
  - Mentored by professor with extensive software development experience
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## Experience

**Data Science Intern - TalentAINow | Los Angeles, California | 06/2024 - 09/2024**

- Assisted in the development of a customized pay equity data summary page to improve usability and provide key insights.
- Researched key competitors and conducted a competitive analysis to evaluate the core features and functionalities of their dashboards.
- Designed and pitched visual representations of workforce analytics to be featured on the website.