


AUDREY HSU OLSON

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OBJECTIVE

Seeking a challenging full-time position in the fields of software engineering and application development

EDUCATION

- **University of California, San Diego** (Expected: Fall 2017)
- Major B.S. Computer Science | Minor History

WORK EXPERIENCE

- **Oracle Labs - Databases & Optimization Dept.** (Summer 2015-2016)
Java Software Development Intern, San Diego, CA
 - Developed and tested an interactive desktop application from scratch in Java using clustering algorithms to process subsets of Oracle's international IP address database with the purpose of detecting potential threats to security
 - Utilized regular expressions to build a parser with 98% accuracy for a 100,000+ line text file of employee data
 - Researched and implemented parallel threading in conjunction with graphical user interface components

PROJECTS

- **Project in a Box: Web Portfolio** (Summer 2017 – Ongoing)
 - Directed and developed requirements for project team members from various engineering backgrounds and skill levels in collaborative building of personalized portfolio websites
 - Hosted weekly workshops demoing such web development concepts as CSS styling and making a site mobile-friendly
 - Composed documentation of project as a series of challenges to be replicated by students enrolled in UCSD's ECE 196 course
- **MatchRest – 1st Place Winner of UCSD Application Student Innovation Contest** (Spring 2017)
 - Created storyboards, user stories, and wireframes for a mutual accountability application model addressing the prompt "help students fall asleep faster at night"
 - Brainstormed application logistics and name; designed logo, branding, pitch deck, and revenue model
- **The Compass – 2D Top-down Shooter Game** (Fall 2016)
 - Programmed in C# and operated within Unity IDE to create interactive game components
 - Designed and implemented environment and mechanics of individual level from scratch
 - Collaborated with team over gameplay and technical details through GitHub and Trello technologies
- **Virtual Reality Goggles & 3-D Maze Game** (Fall 2015)
 - Utilized Unity IDE and C# programming to create interactive, educational, virtual reality maze game for Android
 - Collaborated with hardware team to AutoCAD and laser cut goggle frames for Android phone

TECHNICAL SKILLS

Languages

Java
C/C#/C++
Python
BASH

Web Development

JavaScript
HTML5
CSS3
SQL

Other

Markdown
MIPS/SPARC
Verilog

Environments & Tools

Arduino
Linux
Vim
Git (Github)
JDeveloper
Microsoft VS
Eclipse
Xilinx
Unity

EXTRA-CURRICULAR & NON-PROFIT

- Theta Tau Professional Engineering Organization
- Video Game Development Association
- Code.org "Hour of Code" Volunteer