Stephanie Wei

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EDUCATION

University of California, Los Angeles (UCLA) **September 2020-June 2024**

B.S. Computer Science with Minor in Statistics (GPA : 4.0/4.0)

- **Relevant Coursework:**
  Computer Organization; R Statistical Programming; Linear Algebra; Discrete Structures; Algorithms and Complexity; Logic Design of Digital Systems
- **Extracurricular Activities:**
  UPE member, ACM (AI, Teach LA development team, Design) member (2020-21)
  MentorSEAS Mentor: support engineering undergraduates both socially and academically

EXPERIENCE

Software Engineering Intern **August 2021-September 2021**

Thorlabs Quantum Electronics, Jessup MD.

- Developed and optimized scripts for data transfer from directories to database using python and MS SQL.
- Accelerated data generation of manufacturing matrix from within a couple of hours to half an hour.

Full Stack Software Engineer **October 2021-Present**

www.Bruinwalk.com, Los Angeles CA.

- Developed popular site used by over 50k UCLA students for class and professor reviews
- Fixed bugs related to Safari compatibility and chrome extension parsing
- Worked cross-functionally across a team of 40 members to contribute to site redesign

PROJECTS

Stock Tab Chrome Extension

- Implemented a new tab chrome extension for increasing market awareness for better stock investments.
- Integrated with multiple API servers (Polygon.io REST and Bing News Search) to display real-time data on market status, market indices through time series graphs, and stock related news on a dashboard.

Gomoku

- Created a five in a row python game with two-player and player vs. AI modes.
- AI developed using the MiniMax algorithm, and GUI developed with the pygame and pymenu modules.

Text Editor

- Constructed a C++ text editor backend which surfaces spelling suggestions and saves modified documents.
- Implemented custom data structures to search efficiently for spelling errors.

Ghostracer

- Engineered the backend for a single-player C++ game where the user can avoid or destroy incoming objects with projectiles, collect items, heal, and sustain damage with certain points.
- Employed class hierarchy, inheritance, and polymorphism techniques for objects and constructed functions.

SKILLS

- **Proficient:** C++ , HTML, CSS, R, MS SQL
- **Familiar:** Python, PostgreSQL, Java, JavaScript React, Django, Docker, UNIX, OpenMP

AWARDS (Selected)

Outstanding Senior in Mathematics -2020 (1 out of 325 students in class)

- Achieved at the highest level in numerous courses and is selected as the top student by the math department.

1st Place Congressional Art Competition (MD district 3) -2019

- Selected from 20 finalists from 34,000 students. Artwork is displayed in the U.S capitol.