Stephanie Wei

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EDUCATION

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

Bachelors of Science, Major in Computer Science, Minor in Statistics (GPA : 4.0/4.0 Present)

- **Relevant Coursework:**
  Intro to Computer Science I & II; Intro to Computer Organization; Intro to Statistical Programming with R; Linear Algebra and Applications; Intro to Discrete Structures; Intro to Algorithms and Complexity (in progress); Logic Design of Digital Systems (in progress)
- **Extracurricular Activities:**
  Bruinwalk intern: Front-end development for site used for class/professor selection and student reviews
  MentorSEAS mentor: support engineering undergraduates both socially and academically
  ACM member: AI, Teach LA dev team (2020-21 finished training), Design (2020-21)

EXPERIENCE

Thorlabs Quantum Electronics, Jessup MD - intern **August 2021-September 2021**

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

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.
- Interface designed using HTML, CSS, React, and Chart.js.

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 the back end of a C++ executable program that loads in dictionary and text files, allows for keyboard actions to modify text, surfaces spelling suggestions, and saves modified documents.
- Utilized time complexity concepts, implemented a trie structure to search for spelling errors, and manipulated strings, lists, and iterators.

Ghostracer

- Produced the back end 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

- **Languages**: C++ , HTML, CSS, R, Python, MS SQL, Java

AWARDS (Selected)

Outstanding Senior in Mathematics -2020 (1 out of 325 students in high school 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 the district containing around 34,000 high school students. Artwork is displayed in the U.S capitol for one year.