VIVIENNE TAM

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EDUCATION

University of Massachusetts Amherst – Bachelor's of Science *August 2020 – May 2024*
Computer Science major and Commonwealth Honors College Student
GPA: 3.88/4, Dean's List

Relevant Coursework: Data Structures, Intro to Computation (Discrete Math), Multivariable Calculus, Linear Algebra, Computer Systems Principles, Reasoning Under Uncertainty (Probability), Physical Computing

In Progress: Algorithms, Artificial Intelligence

EXPERIENCE

Member of HackUMass Organizing Team *June 2021 - Present*
- Secured 3D printers, cameras, and other hardware and equipment for event
- Guided and answered logistical questions from volunteers and participants throughout the 36hr event

Office Assistant at ACS Development *July 2020 - Jan 2021*
- Provided customer support when answering phone calls and taking messages
- Organized legal and financial documents
- Performed IT support tasks and modernized office technology tools

Captain/Treasurer of WHS Competitive Robotics *Sept 2016 – May 2020*
- Created a software library for the team to promote code accessibility and reusability through GitLab
- Competed at the regional and global level, placed top 3 regionally every year
- Managed reimbursements, flights, registration, financials, leading robot groups

Tutor for AP CS A *Sept 2018 – June 2019*
- Tutored high school students taking the class as part of WHS National Honor Society community service
- Taught Java and Object-Oriented programming fundamentals

PROJECTS

Wearable Learning Cloud Platform (WLCP) – UMass ALT Lab *Sept 2021 – Present*
- Submitted proposal to improve WLCP, a game-creation platform that K-12 students can use to program math games through finite state machines as a visual coding language
- Currently creating games on WLCP/Android Studio that test the current effectiveness of using the platform for science games

Red Light, Green Light *Sept 2021 – Dec 2021*
- Professor nominated as Best Game Project in the class
- Modified nerf gun that shoots when detecting motion
- Used Raspberry Pi, Arduino, OpenCV, and various hardware components that were soldered on

Coddiwomple – HackUMass *Dec 2020*
- Won Most Creative Use of Radar.io (Mapping API for geofencing) at HackUMass 2020
- Created a virtual scavenger hunt webapp that allows a game creator to pick IRL locations for players to find
- Lead the front-end development using HTML/CSS, Bootstrap, and Javascript

Vitality – MAHacks II *June 2017*
- Won 3rd place at MAHacks II
- Created a health/fitness focused Google Chrome extension that showed exercises and recipes to the user
- Taught other team members basic HTML/CSS and Github to work together efficiently

SKILLS

Technical: Java, C, Python, HTML/CSS, Javascript, LaTeX, GitHub/GitLab
Languages: Conversational Cantonese, Basic French