Alex Mei

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EDUCATION:

University of California: Santa Barbara Aug 2019 - Dec 2022

- Bachelor of Science: Computer Science | Minor: Statistical Sciences
- Major GPA: 4.00 | GPA: 4.00
- Relevant Course Topics: C++, File I/O, String Formatting, Mutability, Sets, Dictionaries, Eigenvectors, Matrices, Markov Chains, Vector Spaces, Differential Equations, Multivariable Calculus
- Proposed Course Topics (2020): SQL, R, Memory Allocation, Unit Testing, Non-binary Trees, Pointers, Statistical Distributions, Database Design and Management, Automata, Formal Languages

RELEVANT EXPERIENCE:

Game Design Lead | KidsWriteCode, Fletcher Middle School Jan 2017 - May 2019

- Developed computer games (e.g., Ultimate Tic-Tac-Toe, 2048) using Python turtle graphics to teach children introductory Python programming in line with their current interests.
- Designed code to reduce the amount of tedious graphical tasks through the creation of code to be imported as a module, allowing students to better focus on learning programming fundamentals.

Software Developer | Robotics Workshop, Palo Alto Library Apr 2018 - Mar 2019

- Adapted swiftly to a new development interface to create programs for the humanoid NAO robot including a personality quiz and a variant of *Choose Your Own Adventure*.
- Communicated effectively with team members and mentor to design and complete projects on time and problem solve to ensure the workshop flowed smoothly.

SELECTED PROJECTS:

alexmeicooking.com Jun 2017 - present

- Engineered a website using HTML and CSS to showcase over 100 personal cooking recipes to promote healthier food choices and home cooking, gaining visitors from over 40 countries.
- Implemented site to support both desktop and mobile users, especially those who refer to the digital recipes in the kitchen through eye-catching design and deliberate layout.

Golden Balls Sep 2019 - Oct 2019

- Devised a fully functional AI to model an actual player by analyzing the player's decisions and implementing a smart probability functionality, incorporating game theory and greed.
- Modelled a game show series and programmed single player functionalities in Python.

SKILLS:

Programming Languages: Python, Java, HTML, CSS, C++

Software: Git, GitHub, Google Analytics, Google Sheets, Adobe Photoshop

Additional Course Topics: Classes, Objects, Inheritance, Polymorphism, Sorting, Searching, Efficiency, Binary Trees, Combinatorics, Statistical Inference, Marginal Analysis, Economic Systems

Languages: English, Cantonese