

EDUCATION:

- **University of California: Santa Barbara** | Santa Barbara, CA Aug 2019 - Jun 2023
 - Major GPA: 4.00 | GPA: 4.00
 - Bachelor of Science: Computer Science | Minor: Statistical Sciences
 - 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): Memory Allocation, Unit Testing, Number Theory, Non-binary Trees, Pointers, Discrete and Continuous Distributions, Point Estimators, Automata, Formal Languages
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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 through 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.
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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.
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SKILLS:

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