



EXPERIENCE.

Mobile App Development Intern for Sony Interactive Entertainment

Summer 2016

- Developed and implemented features for the PlayStation mobile app
- Collaborated with Design team on interaction flows and visual design decisions
- Participated fully on a scrum team through sprint plannings and leading user stories
- Led live demonstrations of features for product manager and stakeholders

Research Intern at Institute of Information Science, Academia Sinica, Taiwan

Summer 2015

- Improved functionality and UI features in Deja Vu SearchTyping Android application
- Wrote import and export functions and allowed users to sync and backup data through cloud storage
- Adapted a topic classification algorithm for Twitter sentiment analysis and preprocessed noise in 1,600,000 tweets
- Implemented the use of positive and negative lexicon and emoticon detection

President at Taiwanese American Student Association, UC Berkeley

May - December 2015

- Led a cabinet of 23 officers to plan and execute weekly events for 500+ members
- Established and maintained relations with other cultural organizations on campus



PROJECTS.

Ally

April - May 2016

- Android mobile and smartwatch application for Alzheimer's caregivers
- Conducted contextual inquiry and user interviews to understand the needs of caregivers
- Led design process and ideation, and created multiple iterations of mobile and smartwatch wireframes
- Worked on frontend development to implement UI designs in the final Android applications

SafeSpace

March - April 2016

- Online anonymous messaging application written in Ruby on Rails
- Created website design mockups for home page, messaging, search, and profile page
- Implemented sending, accepting, and removing friend requests

Represent!

March 2016

- Android mobile and smartwatch application that gives facts about congressional representatives based on location
- Used Google Location, Google Geocoding, Twitter API, and Sunlight Foundation API to collect data



EDUCATION.

University of California, Berkeley

Berkeley, CA
Computer Science
Expected graduation: May 2017



COURSES.

Structure of Computer Programs (Python)
Data Structures (Java)
Machine Structures (C, MIPS)
Artificial Intelligence (Python)
Algorithms
Operating Systems and Systems Programming (C)
Database Management
Software Engineering (Ruby on Rails)
User Interface Design and Development (Android)
Computer Security*
Introduction to the Internet*

*currently enrolled in



SKILLS.

Software

Python, Java, C, Javascript, HTML5, CSS3,
Ruby on Rails, Git, React Native, mobile
development, web development,
integration testing, Agile, Redux

Design

Mobile app design, web design, wirefram-
ing, prototyping, user testing, Photoshop,
Illustrator, InDesign

Other

Digital photography, English, Mandarin



INTERESTS.

Software engineering, web design &
development, mobile development, UI/UX
design, graphic design, typography,
photography, video, travel