JENNA WANG

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EDUCATION

University of California, Los Angeles   Expected Graduation: June 2026

B.S. Computer Science, *Henry Samueli School of Engineering and Applied Science*   GPA: 3.91
- Honors/Awards: Dean's Honors List, Second Place in HackSchool Web Dev Competition
- Relevant Coursework: Introduction to C++, Data Structures and Algorithms

Coursera   August 2023

Google UX Design Certificate

EXPERIENCE

UI/UX Intern   06/2023 - 08/2023

CreatorHub   Remote
- Implemented modern design trends and best practices to create a visually engaging and aesthetically pleasing website that resonated with the target audience
- Collaborated closely with the development team to ensure the successful translation of design concepts into functional and visually appealing web interfaces

Officer   09/2022 - Present

ACM Hack   Los Angeles, CA
- Maintained ACM Hack's website for <u>Hack on the Hill</u> with a 10-member team by updating and enhancing the pages using HTML/CSS, JavaScript, and the Gatsby framework
- Produced a comprehensive Git tutorial for 80 HOTH X participants, including an instructional video, written guide, and demo file to help users understand and utilize Git effectively
- Taught a beginner-friendly workshop on creating a website using the MERN stack to 50+ students, providing hands-on mentorship and fostering an inclusive learning environment

PROJECTS

Portfolio   09/2023 - Present
- Developed a personal portfolio utilizing HTML/CSS, JavaScript, and React
- Integrated the Last.fm API to dynamically display my most recently listened-to song, demonstrating proficiency in utilizing external APIs for real-time data updates
- Published the site onto GitHub Pages and updated its codebase through version control with Git

Kalah   05/2023 - 06/2023
- Designed and implemented a fully functional Kalah game simulation in C++, featuring an AI opponent powered by the minimax algorithm, delivering an engaging user experience
- Thoroughly tested game functionality and stability, optimizing the overall performance and showcasing proficiency in software quality assurance

Olyverse   04/2023 - 05/2023
- Contributed to the team's success by independently designing a high-fidelity Figma prototype encompassing 36 screens aimed at enhancing the Olympic experience
- Demonstrated proficiency in UI/UX design principles, information architecture, and interactive prototyping through the app's user interface and key functionalities

SKILLS

- Programming: Java, C++, HTML/CSS, JavaScript, Python
- Technology: React.js, React Native, Git/GitHub, Gatsby, MongoDB, Node.js, Express.js