Stephanie Su

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OBJECTIVE

Seeking a software engineering internship to apply my knowledge of computer science and gain experience with real-world projects

EDUCATION

2011 – 2015 (EXPECTED)

Massachusetts Institute of Technology – Cambridge, MA
Candidate for S.B. in Computer Science and Engineering

- GPA: 4.8/5.0
- CURRENT RELEVANT COURSEWORK:
    - Elements of Software Construction
    - Artificial Intelligence
    - Mathematics for Computer Science
- EXTRACURRICULAR ACTIVITIES:
    - Undergraduate Research Opportunities Program
    - Society of Women Engineers

EXPERIENCE

MAY 2012 – AUG. 2012

MIT Media Laboratory – Cambridge, MA
Research Assistant, Viral Spaces Group

- Investigated applications of human-perceptible wireless communication protocols for the transmission of digital data
- Manipulated digital audio files in Processing 2.0 to embed ultrasonic signals
- Developed iPhone application for decoding hidden signals using aurioTouch as a foundation
- Created demo to display data transmitted via inaudible, dual streamed ultrasound

PROJECTS

AUG. 2012

Shubble App

- Contributed code to sync proximal iPad devices with shared Google docs, spreadsheets, and maps via knocking patterns
- Designed user interface using Cinder C++ Framework

JAN. 2012

Tetris Classic

- Implemented a version of the traditional Tetris game using a simple graphics library in Python

SKILLS

COMPUTER LANGUAGE

Experienced with Python, Java; familiar with HTML, CSS, Django
Conversationally fluent in spoken Mandarin Chinese