

Education

Harvard University (Cambridge, MA) 2021-2025

Concentration/Major: Computer Science (Mind, Brain, Behavior track). **GPA:** 3.95 as of fall 2023.

Relevant coursework & extracurriculars: Significant coursework in Computer Science, Applied Math, Creative Writing. Harvard Game Developers (Vice President), Women in Computer Science, Radcliffe Choral Society (Board), Harvard-Radcliffe Dramatic Club (Board).

Castilleja School (Palo Alto, CA) 2013 – 2020

GPA: Weighted: 4.4 / Unweighted: 4.0. **SAT:** 1560.

Experience and Projects

Zero Summer Storytelling - Lead Programmer 2022 – present

Designed code structure for and programmed interactive fiction game using Unity Engine.

Designed and wrote narrative, including structure and prose, using Ink scripting language.

Institute for Applied Tinkering 2015 – 2021

Tinkering School Leadership Council (2020-2021)

Invited onto seven-member council to provide executive-level leadership and direction over areas including organizational budget, programming, staffing, and strategic planning.

Program Manager (2020 - 2021); Camp Captain (Summers 2019 - 2021)

Led overnight, day camp, and afterschool programs. Directly managed site of 6 staff and 20 kids per session, including cross-site trainings, activities, and logistics. Developed new virtual programming, e.g. simulating a collaborative Mars rover mission. Youngest staff ever promoted to Camp Captain or Program Manager.

Collaborator (Summers 2017 – 2020); Junior Collaborator (Summers 2015 – 2017)

Provided guidance and collaborative leadership. Trained kids on safe use of power tools and design thinking. Documented activities through daily blog and photography.

iOS Game App “Space Race” 2020

Designed and programmed a single-player racing game using Xcode. Published to the App Store.

FIRST Robotics Team 1700 - Team Captain (2019-2020), CAD Lead (2017-2019) 2015 – 2020

Led nationally competitive team of 50 students. Designed digital plans of each year’s robot in Fusion 360. Involved in outreach efforts to encourage local underprivileged girls to explore STEM.

Awards

Castilleja Computer Science & Engineering Award 2020

Skills & Interests

Computer Languages — C++, C#, Python, Java, Swift/Xcode, Processing, Javascript, HTML.

Game Engines/CAD Competencies — Unity, Godot, Ink, Twine, Love2D, Autodesk Fusion360.

Creative Pursuits — tabletop & video gaming, storytelling, singing, tech theater.