TRACY CUI

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EDUCATION

Carnegie Mellon University Graduated May 2021

B.S. Mathematical Sciences - Concentration in Discrete Math and Logic. Minor in Computer Science.

EXPERIENCE

Software Developer at Epic Systems August 2021 - June 2023

Full stack development using .NET and database systems. Developed bug fixes and enhancements for the oncology module, including treatment plan notes functionality and legend for medication order changes. Organized design review for development projects. Led bi-weekly small group meeting to discuss current development.

TEACHING

Teaching Assistant at Carnegie Mellon University Aug 2018 - May 2021

Guided supplemental learning in weekly recitations for Concepts of Mathematics, Discrete Mathematics, and Calculus II. Planned recitations and quizzes with team of TAs. Assisted students in weekly office hours. Graded assignments and exams.

Instructor at **Student Taught Courses: Introduction to Competitive Pokemon** *Spring 2021*Designed course, including curriculum, assignments, and quizzes. Managed teaching assistant and helped grade assignments. Taught weekly lectures.

RESEARCH

Financial Mathematics REU May 2019 - August 2019

Research at the University of Connecticut on incomplete markets as part of the NSF program. Obtained results on market stability asymptotics of the hedging process. Wrote Python and MATLAB programs to make hedging calculations on binomial and trinomial models. Paper published in Involve, a Journal of Mathematics.

ACTIVITIES

Game Creation Society August 2017 - May 2021

Met weekly with team to create small game projects over the course of a semester. Character artist for <u>Danger Dancer</u>. Producer, artist, programmer, and team lead for <u>Starlight</u> (puzzle platformer). Character modeler for <u>Slope Crusher</u>.

SKILLS

Computer

C, C++, C#, JavaScript, TypeScript, HTML, CSS/Sass, .NET, React, Angular, Python, Pandas, MySQL, Git, Unity, Unreal

Languages

Mandarin (fluent), French (upper intermediate), Japanese (advanced), ASL (basic)