TRACY CUI

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EDUCATION

Carnegie Mellon University _Graduated May 2021_
B.S. Mathematical Sciences - Concentration in Discrete Math and Logic. Cumulative QPA 3.43.

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.

Student Taught Courses: Introduction to Competitive Pokemon - Instructor _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 Danger Dancer. Producer, artist, programmer, and team lead for Starlight (puzzle platformer). Character modeler for Slope Crusher.

SKILLS

Computer
C, C++, C#, JavaScript, TypeScript, Python, HTML, CSS/Sass, Git, Unity, Unreal

Languages
Mandarin (fluent), French (advanced), Japanese (advanced), ASL (basic)