

## EDUCATION

<b>University of Southern California</b> , Los Angeles, CA	May 2016 (expected)
B.S. Computer Engineering and Computer Science, Minor in Business Administration	
GPA: 3.76/4.0	

## PROFESSIONAL EXPERIENCE

<b>Intel Corporation</b> , Technical Intern	
MIC Software Team, Hillsboro, OR	June 2014 – August 2014
<ul style="list-style-type: none"> <li>Contributed to Alpha productization of a C++ software for parallel computing using Intel MIC co-processors</li> <li>Implemented user-friendly API layer over source code along with reference application using API</li> </ul>	
BIOS Development Team, Hillsboro, OR	May 2013-August 2013
<ul style="list-style-type: none"> <li>Added system exploration features to Python API layer of the open-source Intel BIOS Implementation Test Suite</li> <li>Debugged BIOS for Intel's 2<sup>nd</sup> generation MIC Architecture-based processors</li> </ul>	
<b>USC Spatial Sciences Institute</b> , Student Researcher, Los Angeles, CA	August 2013-December 2013
<ul style="list-style-type: none"> <li>Researched open source optical character recognition (OCR) software for use in reading maps</li> <li>Built test applications using the Tesseract OCR engine to analyze Taiwanese military maps</li> </ul>	
<b>Global Playground</b> , Web Content Manager, Washington, DC	October 2011-Present
<ul style="list-style-type: none"> <li>Publishing updates to the official Global Playground website and making site-wide improvements</li> <li>Aiding in decision-making and implementation of organization-wide technology, software, and web tools</li> </ul>	

## TECHNICAL PROJECTS

<b>Audio Alert, Android Application</b>	February 2013
<ul style="list-style-type: none"> <li>Developed mobile application to detect and notify hearing-impaired users of aural emergency alerts</li> <li>Worked in team to develop for the February 2013 Project:Possibility SS12 Hackathon</li> <li>Presented at 28<sup>th</sup> Annual International Technology and Persons with Disabilities Conference</li> </ul>	
<b>SimCity201, Java Application</b>	December 2013
<ul style="list-style-type: none"> <li>Designed, developed, and tested agent-oriented simulation of a city using configuration management tools and processes to coordinate six-member team over full development lifecycle</li> </ul>	
<b>"Open Canteen" Cafeteria Rating System, Web Application</b>	May 2014
<ul style="list-style-type: none"> <li>Developed Perl-based web application to create, rate, detail, and review items available in university cafeterias</li> </ul>	
<b>High Flyer Game, C++ Game</b>	May 2013
<ul style="list-style-type: none"> <li>Developed obstacle avoidance game written in C++ using the Qt UI framework</li> </ul>	

## SELECTED ACHIEVEMENTS AND AWARDS

Tau Beta Pi Engineering Honor Society (top 13% in class)	December 2013-present
First Place, "It's All About Inclusion" Computer Science Competition	January 2013
Project presented at 2013 Association of Computing Machinery SIGCSE Symposium	
USC Presidential Scholarship Recipient (half-tuition award)	August 2012-present
National Merit SAIC Scholarship Recipient	

## TECHNICAL SKILLS

- Languages: C/C++, Java, Python, Perl, HTML, CSS, Javascript, Verilog

## LEADERSHIP ACTIVITIES

Women in Computing, <i>Co-President</i>	August 2014-present
USC Bicycle Coalition, <i>President</i>	August 2014-present
Tau Beta Pi, <i>USC Chapter Program Director</i>	May 2014-present
USC LGBTQ Service and Outreach, <i>Publicity Chair</i>	May 2014-present
USC Women's Rowing Team; USC Women's Rugby Team	August 2012-present