

# CATHERINE KUNG



San Jose, CA



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<https://catherinekung.github.io/Personal-Website/>

## Experience

### Intuit

June 2019 - Present

#### *Software Engineering Intern*

- Developed the test automation infrastructure for internal web application utilizing Selenium, Jenkins and Docker
- Assisted in integrating the frontend of internal web application with the backend using REST API and React.js

### Investigating Virtual Learning Environments (IVLE), UC Irvine

January 2019 - Present

#### *Research Assistant*

- Predicted academic success in higher education by examining student clickstream data from eleven online courses offered at a public university
- Trained multiple predictive models utilizing various combinations of predictors, including demographics, high school GPA, time spent on tasks, and patterns in click activity

### California Institute for Telecommunications and Information Technology (Calit2), UC Irvine Division

#### *Research Assistant*

January 2018 - June 2019

- Created, in collaboration with team members, an interactive Chromecast application that assists users in monitoring workout progress and provides feedback on form and speed utilizing motion tracking
- Improved upon the user interface of the application by researching the efficacy of sound, color and animations in motivating users, then implemented new features utilizing HTML, CSS, and JavaScript

### TechSmart Academy

June 2017 - August 2017

#### *Instructor*

- Taught children ages 9-14 the fundamentals of Python and Java, covering data types, simple data structures, conditional statements and looping methods
- Integrated a curriculum utilizing the video game, Minecraft, introducing students to the aforementioned concepts by implementing modifications to preexisting functions and characters of the game

## Education

### University of California, Irvine

Expected June 2020

#### *B.S. Computer Science, Informatics Minor, Campuswide Honors Program, Phi Beta Kappa (PBK)*

- Data Management, Information Retrieval, Data Structure Implementation and Analysis, Computer Organization, Data Mining, Software Engineering, Artificial Intelligence, Algorithms
- GPA: 3.95

## Projects

### Othello

March 2018

#### *Python, Tkinter*

- Created a game mimicking the board game, Othello, in which users are able to specify the number of rows and columns on the board, the first player, how the game is won (with less or more pieces) and the location of the starting pieces
- Implemented an AI utilizing a recursive Minimax algorithm to determine optimal moves

## Campus Involvements

### Campuswide Honors Program Peer Mentor Program at UCI, *Mentor*

May 2017 - June 2018

### Women in Computer Science (WICS), *Member*

September 2016 - Present

## Skills

Python, Java, C++ , C, HTML, CSS, JavaScript, SQL, JIRA