CATHERINE KUNG

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Experience

Intuit June 2019 – September 2019
Software Engineering Intern
- Worked on an internal web application used by tax analysts to create and modify models for calculating tax returns
- Assisted in integrating the frontend of web application with the backend using REST API and React.js, improving performance time by 80%
- Implemented several React components with Redux framework to enhance usability of web application
- Developed the test automation infrastructure for web application utilizing Selenium, Jenkins and Docker, accelerating the discovery of bugs and minimizing the rate of defects being released

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, Dating 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