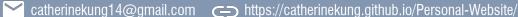
CATHERINE KUNG



(408) 667 – 6281





Experience

Intuit

June 2019 - Present

Software Engineering Intern

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

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

Othello

Projects

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* Women in Computer Science (WICS), Member

May 2017 - June 2018 September 2016 - Present

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

Skills