CATHERINE KUNG

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Experience

California Institute for Telecommunications and Information Technology (Calit2), UC Irvine Division
Research Assistant   January 2018 - Present
- Developed, 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 popular 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
- Data Management, Information Retrieval, Data Structure Implementation and Analysis, Computer Organization, Principles in System Design, Software Engineering, Artificial Intelligence, Algorithms
- GPA: 3.94

Campus Involvements

Campuswide Honors Program Peer Mentor Program at UCI   May 2017 - June 2018
Mentor
- Nurtured a welcoming environment for incoming undergraduate students by advising students and assisting them in becoming acclimated to college
- Mentored students with an interest in computer science related fields

Women in Computer Science (WICS)   September 2016 - Present
Member
- Participated in technical workshops and locally contributed to the movement of empowering young women to pursue STEM through school visits and organization events

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 Minmax algorithm to determine optimal moves

MapQuest   February 2017
Python, JSON
- Developed an application that, when given a course of travel, provides users with directions, total distance, total time, elevation and longitude/latitude coordinates
- Extracted data from MapQuest's Elevation, Directions, and Geocoding APIs

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