

Charlotte's Resume

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EDUCATION

Virginia Tech, B.S. in Computer Science

Aug 2025 - May 2028

Relevant Coursework: Data Structures & Software Design, Systems Programming (C), Problem Solving in Computer Science, Foundations of Engineering, Object-Oriented Programming, STEM Design & Engineering

TECHNICAL SKILLS

Programming Languages: C, Python, Typescript, Java, Bash, HTML, CSS

Frameworks & Tools: Git/GitHub, Linux/Unix, MATLAB, Visual Studio Code, Eclipse, Inventor, Fusion, VEX

EXPERIENCES

Childcare Provider/ Nanny

Self-Employed – Springfield

August 2022-Present

- Provided dependable childcare for multiple families across Fairfax County Public Schools (FCPS), ensuring the safety and well-being of children ages 6 months to 12 years, logging 4+ years of consistent work.
- Managed daily schedules including meals, homework help, transportation, and bedtime routines for up to 3 children at a time, maintaining a 100% incident-free record.
- Built strong trust and long-term relationships, becoming the preferred babysitter for 15+ families, with continuous repeat requests.

CS CAREERS @ VT

Blacksburg, VA

Social Media Chair

11/2025– Present

- Manage all CS Careers social media platforms, including Instagram, LinkedIn, and Discord, ensuring consistent branding and student engagement across each channel.
- Create posts and announcements for club events and campus-wide CS opportunities, helping students stay informed and involved.
- Build an engaging online environment by keeping conversations active, answering questions, and maintaining the club's primary communication channels.
- Develop creative strategies to generate excitement for upcoming events, increasing anticipation and turnout through interactive content and clear messaging.

APSA @ UD

Newark, DE

Vice President Intern

December 2024-May 2025

- Help plan and coordinate General Body Meetings and Asian holiday events with hundreds of participants.
- Work alongside the current Vice President to complete tasks and meet deadlines.
- Planned and coordinated special events, such as members' meetings, fundraisers, and other activities.

PROJECTS

EquityNest - VTHACKS | Next.js, TypeScript, Gemini AI, Google Cloud, ATTOM API

- Developed an AI-powered real estate analysis platform that identifies undervalued homes using a 3-agent architecture powered by Google's Gemini models.
- Integrated ATTOM property data and custom comparables engine to normalize price per square foot and adjust for condition, lot size, and timing.
- Built a chatbot interface for real-time property insights and negotiation planning, improving user trust and engagement.
- Designed the full frontend in Next.js with clean HTML/CSS and responsive UI for property browsing.

VacayShare - CODEFEST | React, TypeScript, Tailwind CSS, Google Maps & Places API, Node.js

Oct 2025 – Present

- Created a social travel platform that combines AI-powered destination discovery with community-based sharing.
- Implemented an interactive world map with Google Maps API showing user and friend travel posts via color-coded pins.
- Integrated natural language search to find destinations matching user preferences
- Designed multi-category post ratings (food, safety, budget, fun, etc.) and social features like following, liking, and commenting.

Webz Board Game | HTML, TypeScript, CSS

Feb 2025- May 2025

- Developed a two-player, turn-based strategy board game in TypeScript using object-oriented design, featuring multiple characters, diverse actions, and an interactive interface with HTML/CSS.
- Designed and implemented multiple character types with unique actions, rules, and scoring systems
- Used GitHub for version control and collaborative development.