Sarah Choe

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EDUCATION

Major in Computer Science, Minor in Design and Psychology   May 2026
University of Utah   GPA: 3.69

- Utah Opportunity Scholarship
- Department Tuition Waiver Scholarship from the College of Engineering
- Wilkes Hackathon Second Place & Climate Change Symposium Poster Award
- University of Utah Dean's List for 2022, 2023, 2024

SKILLS

- Java
- C#
- C++
- Python

- Jupyter Notebook
- QT Creator
- Visual Studio
- Microsoft Suite

- Agile Software Development
- Waterfall Software Development

EXPERIENCE

Undergraduate Research Assistant   Jan. 2023 - Present
Kogan Research Lab - School of Computing, University of Utah

- Co-authored a paper "#UkraineUnderAttack: External-Facing Communications during the 2014 war" and submitted it to the ACM International Conference on Supporting Group Work
- Presented new findings and insights at weekly team meetings to contribute to the project's decision-making process
- Conducted qualitative and quantitative data analysis on more than 800,000 tweets using Python and Pandas to find trends across the data set

Interdisciplinary Student Designer
GreenLatinos   Sept. 2022 - Dec. 2022

- Designed and curated a commemorative ofrenda honoring Latin American environmentalists for the Utah Cultural Celebration Center's Día de los Muertos Celebration and Altar Exhibit
- Directed the installation and arrangement of the ofrenda at the Exhibit, ensuring adherence to cultural and safety guidelines
- Led collaborative research with community leaders and other students to create educational materials to present alongside the ofrenda

Instructor   Jun. 2021 - Dec. 2023
Mathnasium

- Tutored up to twelve K-12 students per day to strengthen their mathematical and logic skills through guided worksheets and assessments
- Collaborated with colleagues to tailor instructional methods and address specific student needs in monthly faculty meetings
- Mentored and oversaw junior tutors in effective teaching strategies for student engagement

PROJECTS

HanGo   Apr. 2024 - May 2024
Educational Korean App

- Led the backend development through agile software development and streamlined task management through Github Projects
- Implemented physics simulations using Box2D to achieve realistic object dynamics
- Designed and implemented user interface elements through Figma and QT Creator
- Conducted comprehensive unit and integration tests through QT Tests to ensure quality system functionality and reliability