

Cecilia Vogler

617 West End Avenue | New York, NY 10024 | Phone: (646) 270-5561 | E-Mail: ceciliavogler@gmail.com

EDUCATION

Brown University, Providence, RI Expected Graduation **May 2022**
Sc.B. Candidate, Computer Science GPA: 3.92/4.0

- Relevant Coursework: Object-Oriented Programming, Algorithms and Data Structures, Software Engineering, Computer Systems, User Interfaces and User Experiences, Discrete Structures and Probability, Studio Art, Advanced Chinese

Stuyvesant High School, New York, NY September 2014 - June 2018
ACT: 36/36 GPA: 4.0/4.0

WORK EXPERIENCE

Brown Computer Science, Providence, RI, *Undergraduate Teaching Assistant (UTA)* July 2019 - Present
Spring 2020: UTA for “Intro to Data Structures and Algorithms” (CSCI 0160)

- Leading weekly lab and section meetings on Linux, Python, and algorithmic design
- Holding weekly TA hours to help students solidify class concepts, project materials, and debugging practices
- Redeveloping course assignments, exams and lectures, logistics and other activities

Fall 2019: UTA for “Intro to Object Oriented Programming and Computer Science” (CSCI 0150)

- Led weekly lab and section meetings on Linux and Java, helped students with code and project design
- Developed and graded course assignments, designed project handouts and slides for class of 400+ students
- Held 4 weekly hours of TA hours to individually help students on class material, projects, and debugging concepts
- Coordinated skits and creative lecture activities to increase student engagement and interest

MCM Worldwide, Seoul, South Korea, *Global Marketing Intern* June 2019

- Developed proposals for CEO and upper-level management on incorporating music in optimizing marketing allocations
- Consolidated and analyzed research on Asia’s Generation Z population to enhance and develop marketing strategies
- Responsible for management and distribution of product samples for various marketing initiatives in Asia and Europe

EXTRACURRICULAR ACTIVITIES

Hack@Brown, Providence, RI, *Team Lead, Executive Board Member* September 2018 – Present

- Team Lead for Hack@Brown 2020 Experience Team — coordinated Hackathon competition with ~500 participants
- Responsible for catering/event management, logistics, user experience, workshops, outreach and communications for various aspects of the Hackathon

VISIONS Magazine, Providence, RI, *Layout Editor* September 2018 – Present

- Organized outreach management to collect art and literature submissions to VISIONS Magazine, one of Brown University’s leading arts & literary magazines
- Assisted and coordinated in selection process for submitted art and literature works
- Responsible for organizing layout and formatting of the magazine distributed campus-wide to both Brown and RISD students

RELEVANT PROJECTS

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- Implemented **Prim-Jarnik** and **PageRank** algorithm on directed and undirected graphs in Java
 - Constructed ID3 machine learning algorithm for **Decision Tree** project to build decision-making based tree
 - Implemented back-end for **Pacman** in Java using Polymorphism and object-oriented design patterns
 - Designed interactive GUI using JavaFX for players to interact with the game
 - Used breadth-first search (BFS) to implement AI for enemy ghosts

INTERESTS/SKILLS

Manhattan School of Music Precollege, *Violin Student* 2015 – 2018

Technical Skills: Java, Python, C, React, JavaScript, HTML/CSS, AdobeXD, Figma, Balsamiq, and InDesign

Language: Native proficiency in English and German, conversational in Chinese