

## Education

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### BACHELOR OF SCIENCE IN COMPUTER SCIENCE & SYSTEMS

- University of Washington, Tacoma – GPA: Magna Cum Laude March 2018

### BACHELOR OF ART IN PSYCHOLOGY

- University of Washington – GPA: Magna Cum Laude 2012—2015

## Experiences

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### SOFTWARE DEVELOPMENT ENGINEER INTERN AT AMAZON - Seattle, WA September—Present

- Utilized object-oriented design and Agile Scrum practice to implement client-side JavaScript features and server-side Java features that help improve customers shopping experience.

### SOFTWARE DEVELOPMENT ENGINEER INTERN AT EXPEDIA, INC. - Bellevue, WA June —September

- Ensured the quality of the platform by using a cucumber framework to support UI functional and regression testing automation in Ruby.
- Took part in migrating the code from local server to Amazon Web Server (AWS) and helped incorporate the code into existing pipeline.

### STUDENT RESEARCHER AT THE VISION AND COGNITION LAB- Seattle, WA 2015—2016

- Collaborated with a professor at the University of Washington to translate the book *Matlab for the Behavior Science* to Python.
- Worked closely with a professor using Matlab to analyze qualitative and quantitative data and apply 2D FFT and machine learning for image classification. The research was presented at the 19<sup>th</sup> Annual Undergraduate Research Symposium at University of Washington.

### STUDENT SUMMER INTERN AT THE CURELAN TECHNOLOGY CORPORATION - Kaohsiung, Taiwan Aug—Sep 2015

- Applied basic TCP/IP knowledge to help detect malicious threats in the security system used by universities and companies in Taiwan.
- Translated the products manual from Chinese to English and helped market the products through video production.

## Projects

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### AWS ELASTICACHE BENCHMARKING Mar — June 2017

- Built a self-hosted fully-distributed Redis system using a multi-threaded Java program to import large data set(170GB).
- Collaborated with a team of three to stress test the self-hosted system with the Amazon AWS ElastiCache using Bash script.

### BOMBERMAN GAME Jan —March 2017

- A multi-level and multi-player Bomberman is developed using JavaScript and is merged using Git version control by a team of three
- Artificial intelligent enemies are included for the non-player characters using known data structure, algorithm, and design pattern.

### EVENT CALENDAR Sep —Dec 2016

- A java platform that utilizes object-oriented design and Agile Scrum practices to provide good end-user experiences for donors and organizations to connect with the recipients.
- Junit test is used to improve the quality of the platform by identifying any software regression or any redundant codes.

### FRESHBOX (START UP HACKATHON) July 2016

- An Android app that connects with MySQL database using PHP to allow customers to keep track of their kitchen inventory.
- A user-friendly website designed using HTML, CSS, and Bootstrap to promote the company and products and to allow easy purchase.

## Awards & Activities

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Member, HuSCII Coding	Feb 2015—Present
Member, Women in Computing Science	Feb 2015—Present
Dean's List of Honor	Sep 2012—Present
Microsoft Office Specialist Expert Certification for Office 2010	Sep 2012 - Present
Member, Chinese Taipei (TPE) Chess Team	2007—2012