

Doris Wei

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EDUCATION

University of California, Santa Barbara

B.S. Computer Science, University Award of Distinction

Santa Barbara, CA

Sept 2019 - June 2023

- **GPA:** 3.76 | Deans Honor, All Quarters Offered
- Relevant Coursework: Data Structures & Algorithms, Objected Oriented Programming, Multivariable Calculus, Automata, Formal Languages, Assembly Language, Computer Organization and Logic Design, Computer Networking, Computer Architecture, Android App Development, Artificial Intelligence, Operating Systems

RELEVANT EXPERIENCE

Software Engineer Intern | Contractor

CMOS Sensor Inc.

June 2022 – Sept 2022 | Jun 2023 – Current

Cupertino, CA

- Collaborated on embedded software development, with a focus on ARM-based processors.
- Enhanced LiDAR-based distance mapping precision by 10% optimizing robotic cleaner navigation.
- Worked on a project to capture and stream sensor images over the internet using embedded systems.

Web Development Intern

University of California, Santa Barbara

Jun 2022 - June 2023

Santa Barbara, CA

- Managed the website for the Health and Wellness Department, employing HTML for frontend design and Drupal for content management.
- Implemented a key checkout system, utilizing SQL for database management, along with JavaScript and HTML for interactive frontend elements.

Early Research Scholars Program, Computer Architecture

University of California, Santa Barbara

Sept 2021 - June 2022

Santa Barbara, CA

- Worked in a team of 3 at the UCSB Arch Lab on a year-long project building a fake check-pointing mechanism through means of 'Dead Code Elimination' using an ISA simulator and RISC-V architecture.

Undergraduate Teaching Assistant, CMPSC 32

University of California, Santa Barbara

Mar 2021 – Jun 2021

Santa Barbara, CA

- Mentored students in C++ and advanced topics in object-oriented computing. Topics include encapsulation, hiding, inheritance, polymorphism, compilation, linking and loading, memory management, and debugging
- Assisted students in labs hours and office hours to discover solutions to problems and modeling study strategies
- Reviewed and updated weekly lab and homework assignments to ensure coherence and assist with grading

PROJECTS

Animal Classifier | *Python*

Apr 2023

- Developed a Python-based animal recognition model for the Department of Health and Wellness, leveraging technologies such as Jupyter Notebook, NumPy, scikit-learn, and tensorflow
- Deployed the model on HuggingFace, creating an intuitive user interface where users can classify animals by traits.

Community Based Map | *JavaScript, HTML/CSS*

Mar 2021

- Worked as Scrum master on a team of five developers, utilizing agile methodologies to develop a community-based map that connects people based on their locations
- Utilized ReactJS for the frontend, NodeJS and ExpressJS for the backend, and MongoDB as the database. Integrated Google OAuth for API access and establishing a functional login system.

Discord Bot | *Python*

Apr 2021 – Mar 2021

- Developed a recreational Discord bot using Discord.py, featuring 10+ commands that incorporated various APIs. Successfully deployed and hosted the bot on Heroku and Github.

TECHNICAL SKILLS

Programming Languages: C++, Python, Java, MIPS Assembly, JavaScript, Kotlin, SQL (Postgres), HTML/CSS

Frameworks/Libraries: NodeJS, Springboot, React, OpenCV, JUnit, Selenium, Beautiful Soup, NumPy, pandas, scikit-learn, TensorFlow, Matplotlib

Platform and Tools: Heroku, Git, GitHub, Jupyter Notebook, VS Code, Visual Studio, IntelliJ, Eclipse

Languages: English, Chinese, Korean, Japanese