Elaine Lee

Email: elainelee@nyu.edu
Website: https://elaineyixinlee.github.io/

Education:

PhD in Computer Science, New York University
September 2025 - June 2029
- Advised by **Rosanna Bellini** and **Damon McCoy**

Bachelor of Arts, Columbia University
August 2019 - May 2023
- GPA: 4.04 / 4.00, *magna cum laude*
- Major: Neuroscience and Behavior / Computer Science, Laidlaw Scholar (2020-2021)

Publications:

Understanding Enforcement Mechanisms in Social Media Community Guidelines
Submitted
- Led a project investigating how social media content guidelines changed over time and in response to platform growth and current events
- Built **ScraPy** projects that scraped the Wayback Machine pages and analyzed word changes over time
- Collaborated with **Allison McDonald** at Boston University and **Deepak Kumar** at UCSD
- Created a taxonomy of enforcement mechanisms for social media platforms, conducted qualitative analysis of content guidelines using **Taguette**

Evaluation of at-home methods for N95 filtering facepiece respirator decontamination
T X Chen, A Pinharanda, N A Steineman, K Yasuma-Mitobe, **E Lee**, J Hahn, L Wu, S Fanourakis, D S Peterka, E M C Hillman. *Sci Rep 11, 19750 (2021)*
- Conducted literature reviews about viral decontamination methods for masks, created infographics to demonstrate the experimental protocol

Technical Experience:

UX Data Researcher, Epic Games
September 2023 - January 2025
- Ran the Fortnite ecosystem's in-game survey, which surveyed tens of thousands of players every day
- Wrote new questions, and created data visualizations using **Tableau**
- Analyzed sentiment data about game mechanics, items, and overall ratings for the game
- Regularly presented findings at Product Reviews, made recommendations for game balance and design improvements
- Drove discussions about investments in new game modes

UX Data Research Intern, Epic Games
May 2022 - September 2022
- Created a tool using **SQL**, **Python,** and **Tableau** to analyze millions of open-ended survey comments

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- Building off NLTK's **Vader**, created a sentiment analysis tool that was 50% more accurate in classifying Fortnite-specific gamer vocabulary
- Gained significant experience in phrasing, topic modeling, binary classifiers
- Hired as a full-time employee in September 2023

Research Assistant, Columbia Computer Graphics and User Interfaces Lab
September 2021 - May 2023

- Using **Unity** and **Vuforia**, worked with 3 other students to build an AR game that showcased the impacts of CO2 on ancient climates
- Surveyed average players' knowledge of climate change, iterated over gameplay and UI designs
- Conducted detailed geological research about the Pleistocene and other techniques for measuring prehistoric CO2 levels

Development Intern, Smile Train
May 2021 - August 2021

- Designed and wrote Smile Train's biannual impact report to be sent to high-level donors and published online in the United States, Great Britain, and Germany

Programmer in News Development, Columbia Spectator
February 2021 - March 2022

- Programmed **Python** web scrapers for Columbia Facebook pages, conducted sentiment analysis, and designed a **React** website to display the results

Developer, Artist and Writer, Columbia Game Development
October 2020 - May 2023

- Led a team of 5 programmers, artists, and writers to build 3 games using **Unity** and **RenPy**
- Planned weekly agendas, hosted Game Jam work sessions, created character art using **ProCreate**, and worked with team members to debug code and fix plot holes

Webmaster, Illustrator, and Graphic Designer, Columbia Researchers Against COVID-19
May 2020 - September 2021

- Reviewed and summarized the latest COVID research in layman's terms
- Designed 20+ infographics on **Adobe Illustrator**, and made a website that summarized my research
- Managed a team of 4 undergraduates doing literature reviews and graphic design

Research Assistant, Bendesky Lab
October 2019 - May 2020

- Gained experience with the image-processing system Fiji and spinning disk confocal microscopy

Teaching:

Teaching Assistant, 3D User Interfaces
January 2023 - May 2023

- Held weekly office hours, graded assignments, organized demo sessions for beginners to learn how to use Unity and code with C#

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Public Speaking Coach, Miramonte Public Speaking
December 2019 - December 2022
- Personally mentored 20+ high school public speakers and graded their speech assignments
- Proctored National Extemporaneous events at local public speaking tournaments
- Received the Academic All-American award from the National Speech and Debate association, which is awarded to <1% of debaters

Volunteering:

Client Advocate, Coalition for Concerned Legal Professionals
December 2022 - May 2024
- Interviewed clients at bimonthly free legal advice sessions
- Translated lawyers' advice into actionable steps for clients, followed up with clients for months to ensure their cases were progressing as they hoped
- Filed for emergency rent relief with clients, assisted attorneys during housing court hearings
- Trained ten new CCLP volunteers as client advocates

Violin I, Athena Quartet at Columbia Justice in Education
May 2022 - Present
- Formed a string quartet and organized biweekly rehearsals
- Hosted semesterly concerts for music history students at Rikers Island prison

Violin I, Columbia Bach Society
September 2019 - Present
- Attended weekly practices with the Bach Society orchestra, designed concert posters and programme notes

Skills:

- **Programming languages**: Python, C#, Java, C, HTML, CSS, SQL
- **Languages**: Mandarin Chinese
- **Software**: ProCreate, Adobe Illustrator, Canva, Unity, Tableau

Coursework:

- Intro to Computer Science and Programming in Java
- Data Structures in Java
- Advanced Programming in C
- Computational Linear Algebra
- Computational Approaches to Human Vision
- Computer Science Theory
- 3D User Interfaces and Augmented Reality
- Computers and Society
- Introduction to Databases
- Policy for Privacy Technologies
- Fundamentals of Computer Systems