

Elizabeth Louie

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Education

Carnegie Mellon University

Bachelor of Science in Computer Science, GPA: 3.89

May 2023
Pittsburgh, PA

Relevant Coursework

Parallel and Sequential Data Structures and Algorithms*
Probability Theory for Computer Scientists*
Artificial Intelligence: Representation and Problem Solving*
Great Theoretical Ideas in Computer Science
Principles of Functional Programming

Principles of Imperative Computation
Mathematical Foundations in Computer Science
Matrices and Linear Transformations
Calculus in Three Dimensions

Work Experience

Mobile Commerce Lab

Research Intern

May 2020 – Present
Pittsburgh, PA

- Architected, designed, and implemented notifications for the [IoT Assistant App](#) using background location tracking and geofences with Flutter

Human-Computer Interaction Institute

Research Intern

Jan 2020 – May 2020
Pittsburgh, PA

- Interpreted data from r/AndroidDev through building machine learning models with the Snorkel API to identify privacy/security-related discussion and conduct qualitative/quantitative analysis
- Second author of paper accepted to CSCW 2020: *How Developers Talk About Personal Data and What it Means for User Privacy: A Case Study of a Developer Forum on Reddit*

Cisco

Extern

Jun 2018 – Jul 2018
Washington D.C.

- Presented proposal in team of 3 to solve transportation problems using machine learning to reroute bus routes and ease traffic congestion to a senior VP in Cisco

Projects

Senior Research Project (Java, Android SDK)

Aug 2018 – May 2019

- Developed an Android application for users with motor disabilities that uses the front camera to read head and eye movements to manipulate a cursor on the screen and control the phone.

HackTJ – MovementTracker (Twitter API, Javascript, HTML, CSS)

Apr 2019

- Built a [website](#) to track tweets surrounding a topic using natural language processing to examine how people's ideas congregate based on geographical location.

HooHacks – The Ultimate Just A Bill Experience (VR, Javascript, HTML, CSS)

Mar 2019

- Lead a team of 4 to build VR application to teach children how a bill becomes a law and implemented [website](#) to quiz users after simulation and evaluate frequency of wrong answers using real-time histograms.
- Won *Best Art/Gaming Hack* out of ~200 teams.

HackUVA – EyeAlert (Swift, SafeTrek API)

Mar 2018

- Collaborated in team of 4 to create an [iOS app](#) that reads eye winks and smiles to call for different emergency services.
- Won second in *Best Use of SafeTrek API* out of ~200 teams

Skills

Programming Languages

Java, Python, C, SML, Dart, Javascript, HTML, CSS

Frameworks & Technologies

Flutter, React, Android SDK, Git, VSCode, Android Studio, Vim, Microsoft Office

Activities

CMU Club Swimming, CMU Academic Development Peer Tutor