Elizabeth Louie

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Education

Carnegie Mellon University   May 2023
Bachelor of Science in Computer Science, GPA: 3.89   Pittsburgh, PA

Relevant Coursework

Parallel and Sequential Data Structures and Algorithms*	Principles of Imperative Computation
Probability Theory for Computer Scientists*	Mathematical Foundations in Computer Science
Artificial Intelligence: Representation and Problem Solving*	Matrices and Linear Transformations
Great Theoretical Ideas in Computer Science	Calculus in Three Dimensions
Principles of Functional Programming	

Work Experience

Mobile Commerce Lab   May 2020 – Present
Research Intern   Pittsburgh, PA
- Architected, designed, and implemented notifications for the IoT Assistant App using background location tracking and geofences with Flutter

Human-Computer Interaction Institute   Jan 2020 – May 2020
Research Intern   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   Jun 2018 – Jul 2018
Extern   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 ScottyLabs, CMU Academic Development Peer Tutor