Elizabeth Louie

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Education

Carnegie Mellon University   May 2023
Bachelor of Science in Computer Science, GPA: 3.95   Pittsburgh, PA

Relevant Coursework

Introduction to Computer Systems | Principles of Functional Programming
Introduction to Machine Learning | Principles of Imperative Computation
Parallel and Sequential Data Structures and Algorithms | Artificial Intelligence: Representation and Problem Solving
Probability Theory for Computer Scientists

Work Experience

Amazon   May 2021 – Aug 2021
Software Development Engineer Intern   Seattle, WA
- Built the curated colors widget that displays curated paint palettes to customers on Amazon Paint Finder
- Designed and implemented an algorithm to extract trending color palettes from interior room images using Amazon SageMaker and AWS Lambda to be used in the curated colors feature

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***

Projects

CMU Lost and Found Website (React, Axios, MongoDB)   Sep 2020 – Present
- Built admin-side portion of website where CMU admin can post lost and found items for users to view.

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.

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, JSP, HTML, CSS

Frameworks & Technologies
Flutter, React, Coral, MVC Pattern, Android SDK, Git, VSCode, Android Studio, Vim

Activities

Artificial Intelligence: Representation and Problem Solving TA, CMU Club Swimming, CMU ScottyLabs