Esther Han

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Education

Cornell University, College of Agriculture and Life Sciences

Ithaca, New York

B.S. Information Science (Concentration: UI/UX Design)

Expected Graduation Date: May 2025

GPA: 3.65; Dean's List Fall 2021, Spring 2022

Relevant Coursework: Introduction to Computing Using Python, Object-Oriented Programming and Data Structures. Introductory and Intermediate Design and Programming for the Web, Calculus, Statistics, Communications and Technology, Networks, Trends in Web Development

Technical Skills

Proficient in Web Development (HTML, CSS, JavaScript), Python, Java, GitHub, PHP, JUnit, Adobe Photoshop, Pygame library, Microsoft Office (Word, PowerPoint, Excel), G-Suite

Projects

Personal Website (LINK)

Winter 2022

- Developed a website from scratch utilizing HTML, CSS, and JavaScript to ensure an intuitive and user-friendly interface
- Utilized PHP for server-side scripting to optimize the website's performance, functionality, and interactivity
- Designed and optimized the website to provide a seamless user-friendly experience across all devices and screen sizes
- Optimized website performance and maintainability through proper use of semantic HTML and efficient CSS selectors
- Incorporated user feedback and testing insights to regularly enhance website functionality and user experience
- Utilized GitHub which allowed version control and seamless collaboration with others in the development of the website

Planetoids (LINK) **Spring 2023**

- Created and developed Planetoids, an engaging 2D space shooter game, leveraging Python and the Pygame library
- Designed and implemented the game mechanics, including player movement, enemy behavior, and collision detection
- Utilized various Python modules and tools effectively to create Planetoids graphics and sound effects
- Implemented object-oriented programming principles to enhance code organization and maintainability
- Conducted comprehensive testing and debugging of the game to guarantee a smooth and enjoyable user experience
- Updated the game based on user feedback and testing to ensure it meets modern game development standards

Work Experiences

Volunteers Around the World - Global Health Alliances

Ithaca, New York

Social Media Manager, Secretary

December 2021-Current

- Collaborated with colleagues through rigorous designing, planning, and programming to successfully produce a website
- Curated visually compelling weekly graphics for social media pages utilizing Adobe Photoshop, CSS, and HTML
- Managed social media posts, stories, and newsletters, and curated posts to those looking to get involved in the mission
- Developed fundraising strategies and created graphics for social media pages to advertise fundraising initiatives

Yale Presbyterian Church of New York

Hicksville, New York

Instructor

July 2022-August 2022

- Conducted weekly lessons and assessments of 100+ students in reading and math using the NY State curriculum
- Collaborated with other instructors on activities, including games, arts and crafts, and songs to increase student engagement
- Organized weekly leadership meetings to analyze student feedback and propose changes in weekly lesson plans
- Produced a video presentation through the creation of a screenplay (Microsoft Office) and film editing (Davinci Resolve)

Musical Relief

Co-Founder, Flute-Mentor

Long Island, New York

June 2020-June 2021

- Co-founded Musical Relief—an organization providing free music lessons to students both locally and internationally
- Organized a community fundraiser for local retirement homes' food delivery fund, currently having raised 4600 dollars
- Planned and presided over weekly board meetings to set fundraising and recruiting goals and analyze current progress • Reached out to 15 All-State and Juilliard pre-college students to gain qualified musical instructors for the organization
- Designed and produced advertisements for the organization to distribute through print-advertisement and social media

Languages

Korean (fluent), Spanish (proficient)