

Qinjie “Euphemia” Wu

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EDUCATION

The University of Texas at Dallas

Master of Science, Computer Science

Expected May 2025

GPA: 3.918

The University of Texas at Dallas

Bachelor of Science, Computer Science

May 2023

GPA: 3.805

Relevant Coursework | Virtual Reality, Web Programming, Big Data Management, Computer Animation, Human Computer Interaction, Data Structures, Operating Systems, Object-Oriented Programming Language, Advanced Algorithms, Software Management, Compiler Design, Agile Designing, Database Design, IOS Development, Android Development

TECHNICAL SKILLS

Programming Languages: C, C++, C#, Java, JavaScript, Python, HTML, CSS, PHP, R, Swift, PySpark

Operating Systems | Tools: Windows, macOS, Unix, SQL, React, OpenGL, Microsoft Office, RStudio, Power BI, Hadoop, Databricks

Languages: English, Chinese, Japanese (JLPT certified)

RELEVANT WORK EXPERIENCES

Office of Information Technology | Computer Lab Head Technician

August 2021 — Present

- Provide technical assistance to a diverse group of 100+ lab users and troubleshooting hardware/software issues.
- Install and update computers, monitors, and printers to newer models for enhanced user experience and efficiency.
- Manage lab inventory using MS Excel and TeamDynamix, optimizing ticket logging and automating email communications.
- Facilitate comprehensive orientation training for over 30 employees, ensuring clear role understanding.

Erik Jonsson School of Engineering and Computer Science | Teaching Intern

August 2022 — December 2022

- Instructed a one semester-long freshman seminar class including topics such as study skills and leadership development.
- Mentored students individually, addressing questions and concerns related to course material and career aspirations.

Plano West Senior High | Student Teacher

January 2022 — May 2022

- Designed teaching lesson plan and taught 40+ high school juniors and seniors AP Computer Science concepts including Classes and Methods in Java.

PROJECTS

Android VR development: Timeout Terror, UT Dallas

August 2024 – Present

- Engineered an engaging virtual reality horror puzzle application for Android utilizing Unity.
- Implemented advanced features including multiplayer functionality and voice chat using Photon Unity Network and Voice, enhancing user immersion and interaction within the game environment.

UI/UX Research: Spatial AR Captions for Hearing-Impaired individuals, UT Dallas

August 2023 — December 2023

- Developed a Python-based system utilizing OpenCV for face detection to showcase both dynamic and static captions.
- Utilized R script in R Studio to perform T-TEST and ANOVA analyses, evaluating disparities in test scores of 18 hearing-impaired participants between dynamic and traditional static captions to gauge system effectiveness.

Web Application: Tutoring Time Scheduler, UT Dallas

January 2023 — May 2023

- Collaborated with 4 classmates to build a web app for scheduling appointments for both students and tutors. Built using JavaScript, HTML, CSS, and React.

Tio Tessa Group Project, Office of Information Technology

April 2022 — December 2022

- Partnered with 7 colleagues to improve the laptop loaner program by implementing an automated system that updates user and laptop information through barcode scanning, eliminating the need for manual recording.

CERTIFICATIONS

Full-Stack Web Developer, LinkedIn Learning

March 2024

Career Essentials in GitHub Professional Certificate, LinkedIn Learning

January 2024

Foundations of User Experience (UX) Design, Coursera

March 2023