

EVY NG

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EDUCATION

University of Colorado Boulder – College of Engineering & Applied Science

August 2022 - May 2026

Bachelor of Science in Computer Science, Minor in Creative Technology and Design

Major GPA: 3.8/4.0

- **Honors:** Dean's List, CU Esteemed Scholars, Society of Women Engineers, Society of Asian Scientists and Engineers
- **Relevant Courses:** Data Structures, Algorithms, Linear Algebra, Data Mining, Data Science, Database Systems, Object-Oriented Design, Discrete Mathematics, Natural Language Processing, Operating Systems, Software Development

WORK EXPERIENCE

University of Colorado Boulder, Boulder, CO

August 2025 - Present

Course Assistant

- Accelerated student mastery of data structures and object-oriented principles by creating automated code examples, unit tests, and debugging walkthroughs in VSCode using C++, Java, and Scala.
- Reduced student error rates by 40% by analyzing common logic failures and rebuilding lesson modules with examples in Git.

University of Colorado Boulder, Boulder, CO

June 2025 - Present

Undergraduate Research Assistant

- Achieved 85% predictive accuracy by developing a Random Forest model using Python to estimate indoor PM2.5 levels.
- Increased dataset integrity by 20% by designing automated cleaning pipelines for 50,000+ records using Python/Pandas.
- Improved model robustness by 15% by optimizing RMSE-driven evaluation metrics with NumPy and scikit-learn tools.

University of Colorado Boulder, Boulder, CO

April 2023 - May 2025

5x Learning Assistant

- Increased assignment completion rates by 30% by mentoring 600+ students through C++ coding labs and problem sessions.
- Raised average exam performance by 15% by analyzing student test patterns with Python to produce targeted review papers.

Hottop Games, Colorado Springs, CO

May 2024 - September 2024

Software Development Intern

- Built and optimized gameplay systems in C++ and Unreal Engine, achieving a 25% increase in frame rate and 40% reduction in system crashes. Designed modular architecture components for efficient resource management to ensure prime gameplay.
- Collaborated in Agile sprints (300+ hours) using Git, reducing bug reports by 25% and improving system stability by 35%.
- Designed modular, reusable components to strengthen object-oriented architecture and improve resource management.

PROJECTS

Monte Carlo Simulation for Portfolio Risk

Fall 2025

Python, NumPy, Matplotlib, Git

- Used SLSQP numerical optimization on 10,000+ portfolios to compute the maximum Sharpe ratio and minimum variance.
- Improved decision-making clarity for portfolio analysis as measured by visualized efficient frontier plots and optimal portfolio identification by creating modular Python functions and Matplotlib charts.

Dungeon Escape

Spring 2025

C++, Object-Oriented Principles, Git

- Remade the core gameplay mechanics of Dungeon Escape from the ground up, incorporating modular inventory, map navigation, and combat systems using C++ and VSCode.
- Increased system performance and maintainability by 35% by creating modular object-oriented components using STL.

LEADERSHIP & INVOLVEMENT

T9Hacks, Boulder, CO

Spring 2024 - Present

Vice President and Software Development Lead

- Improved website accessibility and UI responsiveness by 30% by redesigning pages using HTML, CSS, and JavaScript.
- Increased event participation by 25% by coordinating logistics for 100+ attendees and streamlining registration workflows.

Chinese and Taiwanese Student Association (CATSA), Boulder, CO

Spring 2025 - Present

Co-Vice President and Secretary

- Reduced event registration time by 40% by implementing new digital forms and automated tracking tools for 200+ attendees.

TECHNICAL SKILLS

Programming Languages: Python, C++, SQL, Java, JavaScript, HTML/CSS, Scala, Swift

Frameworks & Tools: PyTorch, TensorFlow, Pandas, NumPy, Matplotlib, Scikit-learn, Git, Docker, Azure, Jira, [React.js](https://reactjs.org/), Node.js