Brianna Wang

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US Citizen

Looking for an internship opportunity in business or technology
Majoring in Information Systems at Carnegie Mellon University

EDUCATION

Carnegie Mellon University **Pittsburgh, PA**

B.S. in Information Systems, Minor in Computer Science and Human-Computer Interaction *Expected May 2024*

RELEVANT COURSEWORKS

Fundamentals of Programming and Computer Science
IDeATe: Creative Kinetic Systems
Writing About Data
Methods for Statistics and Data Science
Database Design and Development
Principles of Functional Programming
Cognitive Psychology
Principles of Imperative Computation
Information Systems Milieux
Designing Human-Centered Software

SKILLS

- Microsoft Office Suite Certifications: Excel, Word, PowerPoint, Outlook, Access
- Programming languages: Python, JAVA, C/C++, R, React, JSX, HTML, CSS, SQL, VS Code
- Experience with Adobe InDesign, Adobe Photoshop, MS Project

PROFESSIONAL EXPERIENCE

Dadel **Pittsburgh, PA**
Customer Discovery, Summer Internship *June 2021 – Aug 2021*

- Worked closely with the C-level executive team to develop the strategy of researching market needs and defining business solutions
- Prepared and conducted customer interviews and documented feedbacks for review by the executive team.
- Worked with the product development team to write business requirement documents and participated in product function review and feature testing using an agile project management framework.
- Designed consolidated master templates for customer lead management and analysis using Excel and R
- Prepared and presented a PowerPoint to the executive team at internship conclusion

WizOwl Educational Services **Tampa, FL**
Program Director, Part-time Web Developer *November 2017 – May 2021*

- Create, coordinate, and lead this non-profit's community outreach program to offer free tutoring services to title I school in Tampa Bay.
- Develop and maintain website using HTML, CSS, JavaScript, React, Node.js, Express, API.

PROJECTS

Machine Learning Classification *Spring 2021*

- Programming in R, I conducted a study to compare four different machine learning classifiers (LDA, QDA, classification trees, and binary logistic regression) by constructing a feature set extracted from the Titanic passenger data set. A final classifier was determined to be the most useful in predicting the survivability of the passengers.

Regression Models *Spring 2021*

- Programming in R, I explored a variety of regression models using a feature set resulting from a bike-sharing system data set. The most useful model in predicting the number of users for the system was determined by considering significant interactions between the variables using factors such as interaction plots, vif comparisons, p-values, residual plots, and qq plots.

Information Systems Term Project Proposal *Spring 2021*

- I proposed a solution to counter the disorganization of vaccine distribution in the United States. I gathered research on the prevailing problem, designed and created a poster detailing the problem and solution, and created a video to advertise our solution.

Database Project *Spring 2021*

- Given Yamaha piano sales data, I created and performed a series of SQL queries on a database using SQL. I also created an entity-relationship diagram and wrote a business memo specifying which dealership and brand of piano would be useful in expanding.

Web Development Project *Spring 2021*

- Following specific guidelines given by a client, I redesigned the website for the Duquesne Incline using HTML, CSS, and JQuery. In addition to the website, I created a design guide, a task breakdown, a timeline for the project, and conducted user testing to improve the website before its final implementation.

Robotic, Interactive, and Kinetic Mask *Fall 2020*

- Using C/C++ and an Arduino Uno Rev3, I created an interactive wireframe mask that fits over the user's head. This mask used an NPN phototransistor to detect the user's movement to then translate it to meaningful action. The project involves the physical design of the mask and circuit design along with coding event logic in C/C++.

Python-based Computer Game *Fall 2020*

- I designed and programmed a rhythm-based game where the player and enemies move according to the beat of a chosen song. The game features different types of enemies that have their own AI attack patterns and a randomly generated stage. This project uses Python, PIL/Pillow, and the Librosa package.