

Gloria Goeun Lee

Email: ggl2020@mymail.pomona.edu • Website: gloriagoeun.github.io/
LinkedIn: linkedin.com/in/gloriagoeun/ • GitHub: github.com/gloriagoeun/

EDUCATION

Pomona College | Claremont, CA
B.A. in Computer Science

Expected Graduation May 2024
Cumulative GPA: 4.0

Relevant Coursework: Intro to CS in Python, Discrete Math and Functional Programming, Linear Algebra, Data Structures
Advanced Programming, Computer Science for Inquiry (project-based seminar), Computer Systems

SKILLS

Languages: Java, Python, Coq, HTML, CSS, JavaScript, C

Technologies: Git, Eclipse, Flask, scikit-learn, pandas, Jupiter Notebook, Matplotlib, Seaborn, Jamovi, Adobe Illustrator

EXPERIENCE

Teaching Assistant | Pomona College

August 2022–Present

- Mentor students for CSCI062: Data Structures Advanced Programming by hosting weekly mentor sessions on object-oriented programming in Java
- Grade weekly coding assignments on Eclipse and run test-cases to check functionality of students' code

Research Assistant | CMU

May 2022–July 2022

- Interned for 10 weeks at the CyLab Security & Privacy Institute @ Carnegie Mellon University as a visiting research assistant under Professor Birrell from Pomona College
- Investigated user interactions with cookie banners online and the relationship between their consent choices and actual privacy preferences, specifically focusing on the wording of cookie banners and the reference-dependence effect
- Designed 14 realistic cookie banners through OneTrust, developed an experimental website with Flask, cleaned thousands of log records, and created data visualizations with Matplotlib and Seaborn

Undergraduate Summer Intern | MALO

May 2021–July 2021

- Designed social media graphics through Adobe Illustrator, managed the non-profit's website through WordPress, and ran digital marketing campaigns through Google Ad Grants
- Learned about the inner workings of a non-profit, the importance of community organizing, and the significant value and empowerment behind our narratives through interviews with colleagues and mentors

Process Control Intern | Boeing

June 2019–August 2019

- Experimented with curing procedures to see effects on flammability levels of aircraft materials by shifting through different temperature levels, ovens, and lengths of curing time on the Microscale Combustion Calorimeter (MCC)

PROJECTS

Spotify GenRec | Python

- Created a web engine using Flask that determines the genre of a Spotify playlist using the random forests algorithm from scikit-learn for classification of data

Find the Bone! Return Home! | Java

- Developed a 2D Game from scratch, created the pixel art using Piskel, and produced sound effects using BeepBox

Personal Website | HTML, CSS, JavaScript