BIANCA HIEW

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EDUCATION

University of Michigan (Ann Arbor, MI)

Bachelor of Science in Engineering, Computer Science Major, Music Minor

Cumulative GPA: 3.70/4.00 Graduation: December 2024

Awards: University of Michigan College of Engineering Scholarship of Honor (2021), University Honors, Dean's List Relevant Coursework: Data Structures and Algorithms, Computer Organization, Foundations of Computer Science, Discrete Mathematics, Linear Algebra, Computer Security, Databases, Web systems, AI

Hong Kong University of Science & Technology (Clearwater Bay, Hong Kong)

January 2024 – May 2024

Bronx High School of Science (New York, NY)

Cumulative GPA: 4.00/4.00 Graduation: June 2021

EXPERIENCE

Software Engineer Intern | Oracle Cloud Infrastructure

June 2024 – *September* 2024

- Automated anomaly detection of virtual cloud network data plane metrics using <u>machine learning</u> and <u>OCI metric query language</u> functions
- Enhanced <u>error detection accuracy</u> within deployments through advanced machine learning techniques
- Monitored performance through <u>Grafana dashboards</u> and utilized OCI metric query language functions
- Analyzed data by accessing remote smartNICs and regions, ensuring robust performance

Software Engineer | Subaru Multidisciplinary Design Program

January 2023 – December 2023

- Engineered a self-opening door system utilizing multi-threaded <u>computer vision and machine learning</u> to achieve successful facial detection and eye tracking
- Collaborated with multidisciplinary sub-teams 6 hours per week to iterate our design of an enhanced accessibility system
- Developed and validated a working prototype for system to accommodate 90th percentile male passenger

Information Technology Intern | The Estée Lauder Companies

June 2023 – August 2023

- Prioritized and transformed behavioral based safety data from fiscal year 2021 and developed interactive dashboard visualizations with Power BI and SAP Analytics Cloud
- Highlighted proprietary statistics and calculations in business training data sets, addressing issues within regional manufacturing sites, resulting in <u>improved operational efficiency and employee safety</u>
- Conducted regular stakeholder meetings to gather critical feedback to refine dashboard usability, utilized <u>Jira and Confluence</u> for project organization

EXTRACURRICULARS / PROJECTS

Avionics Lead & Business team member | M-Fly Student Design Team

January 2022 – May 2023

- Leveraged Git-Hub, Ardupilot, Arduino, transmitters/electronics, and aided general woodwork/manufacturing of aircraft
- <u>Implemented and tested electronic systems</u> of the MX-7 aircraft resulting in <u>100% success rate in payload deployment</u>
- Organized group teaching sessions, managed social media with <u>300+ followers</u>, graphic design, event logistics and budget planning, outreach with international teams, communicating with other departments
- Placed 6^h overall out of 14 teams in 2023 SAE Advanced Class Aero East Competition

Web Designer | VOID Tech Consulting Club

October 2021 – January 2022

- Redesigned and updated website layout and formatting for Anton Anderssen Travel Inc. company
- Worked alongside clients and design team, conducted user testing surveys, and created wireframes and mockups in Figma

Game Development using Unity | Personal Projects

September 2020 – June 2021

- Developed <u>8 games</u> in Unity using C# scripting and blender 3D modeling, published projects to itch.io (https://hiewb.itch.io/)
- Implemented interactive user interface, multiplayer compatibility, AI opponents, and immersive 1st person gameplay
- Earned 2nd place in Bronx Science Hackathon for creating first person recycling simulator

SKILLS

C++, Python, C, C#, Java, SQL, Server/client side Programming, HTML/CSS, AWS, React, JavaScript, Computer Networking, Unity (game engine), Power BI, SAP Analytics Cloud, Grafana, Confluence, Jira, Wireframes, AutoCAD, Blender

ACTIVITIES