

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: 3.66/4.00

Expected 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

Bronx High School of Science (New York, NY)

Cumulative GPA: 4.00/4.00

Graduation: June 2021

EXPERIENCE

Software Engineer | Subaru Multidisciplinary Design Program

January 2023 – Present

- Engineered a self-opening door system utilizing computer vision and machine learning
- Collaborated with team members 6 hours per week to discuss and research design aspects of enhanced accessibility systems
- Developed and validated a working prototype for mechanical and sensing subsystems 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 improved operational efficiency and employee safety
- Conducted regular stakeholder meetings to gather critical feedback to refine dashboard usability, utilized Jira and Confluence for project organization
- Learned weekly topics covering artificial intelligence, machine learning, cloud architecture, web3, and inclusive tech

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
- Successfully implemented and tested electronic systems of the MX-7 aircraft resulting in 100% success rate in payload deployment
- Organized group teaching sessions, managed social media with 300+ followers, graphic design, event logistics and budget planning, outreach with international teams, communicating with other departments
- Placed 6th 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 company clients and design team, conducted user testing surveys, and created wireframes and mockups in Figma
- Presented final prototype and design to satisfied client and fellow VOID Tech Consulting members

Game Development using Unity | Personal Projects

September 2020 – June 2021

- Developed 8 games 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, HTML/CSS, Power BI, SAP Analytics Cloud, AWS, React, JavaScript, Unity (game engine), Confluence, Jira, Wireframes, AutoCAD, Blender

ACTIVITIES

JPMorgan Chase & Co. Software Engineering Virtual Experience

June 2022

FeMaidens (FIRST Robotics Team 2265), Programming and Strategy Department Member

September 2019 – June 2021