Isabella Ting

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EDUCATION

Brown University, Providence, RI
Bachelor of Science in Computer Science — May 2021 (expected)

RELEVANT COURSEWORK:

- Functional Programming
- Algorithms & Data Structures
- Discrete Mathematics
- Ecology and Evolutionary Biology (graduate)
- Computational Molecular Biology
- Computer Vision
- UI/UX
- Introduction to Computer Systems

EXPERIENCE

Product Management Intern — Supahands
May 2019–August 2019 — *Kuala Lumpur, Malaysia*

- Conceived and deployed a variety of tools to aid internal company functionality, increasing productivity across departments.
- Managed projects daily, working with Product Managers to ensure a smooth flow to meet customer expectations and to optimise remote worker experience with tools.
- Researched user behaviour through interviews to develop a standard for remote worker onboarding. Created a wireframe for the Supahands Suite using Sketch and MarvelApp.
- Presented ideas in machine learning and computer vision to startup stakeholders, pitching ideas of integrating machine learning tools into the company's process. Strategised with Head of Product on a system to integrate automated object detection into the existing pipeline.

Research Assistant — Crawford Laboratory
November 2017–Present — *Brown University*

- Developed scalable statistical models for Multi-Ethnic Genome Wide Association Studies (GWAS), and coded simulations in R. Awarded the **Karen T. Romer Undergraduate Teaching and Research Award** for Summer 2018.
- In prep. for publication: *Differences in complex trait architecture between multiple ethnic human populations revealed by pathway-based epistatic interactions* (I. Ting, M. Turchin, L. Crawford, S. Ramachandran, et. al.).

Robotics Technician — Humanity Centered Robotics Initiative
March 2019–May 2019 — *Brown University*

- Constructed a Raspberry Pi robot with video, projector, movement, and audio call functionality. Programmed in Python.

PROJECTS

PyPawn: Creates a live digital representation of an overhead chessboard and records game progression. Trained classification model with transfer learning (99.1% accuracy). Implemented Canny edge-detector and Hough line-detector.

iSearchr: A desktop app that analyzes local iMessage data and visualizes texting statistics such as emoji and message frequency. Programmed using SQLite3 and Node.js. Submission for Yale Hack 2018.

Sparkzilla: A two-way interacting GUI-based web browser and a dynamic web server with basic active elements such as search bar and back button and a PageRank-based search engine. Built in Scala and with JavaFX. Utilized Java sockets.

SKILLS

Programming: Python, C, Scala, Java, OCaml, MATLAB, R
Web Development: HTML, CSS, JavaScript, React, Flask
Design: Sketch, Adobe XD, Balsamiq, MarvelApp, Figma
Collaboration Tools: Notion, Confluence, Slack, Git
Other: Vi/Vim, MySQL, Bash, LaTeX

MISCELLANEOUS

Languages: Proficient in English, Chinese, and Malaysian. Currently learning German.
Interests: Video games, mechanical puzzles, rock climbing, functional 3D printing.
Clubs & Activities:: Technology House, Brown Space Engineering, Brown Outing Club, Brown Women in Computer Science, Women of Rewriting the Code.