Isabella Ting

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EDUCATION	**Brown University**, Providence, RI

Brown University, Providence, RI
BS Computer Science, AB Linguistics   May 2021 (expected)

RELEVANT COURSEWORK:

- Functional Programming
- Algorithms & Data Structures
- Data Science
- Computer Vision
- UI/UX
- Introduction to Computer Systems

EXPERIENCE

Product Manager/Designer/Frontend Engineer   Anywhere
November 2019 – Present   *Providence, RI*

- Founding member of startup enabling users to host and monetize online poker rooms.
- Designed and created high fidelity mockups in Adobe XD. Conducted market research on competing platforms. Currently, developing frontend for website using React, jQuery and AJAX.

Computer Vision Teaching Assistant   Brown University Computer Science Department
November 2019 – Present   *Providence, RI*

- Worked closely with professor to develop new coursework surrounding ethical implications of Computer Vision. Hosted office hours, graded assignments and organized course logistics.

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

- Increased productivity by 150% by analysing data from the company platform with Amplitude and interviewing internal project managers to develop a rating algorithm for over 5000 remote workers.
- Managed projects daily, working with Product Managers to develop API's to client software and ensure a smooth flow to exceed customer expectations.
- Researched user behaviour through interviews to develop a standard for remote worker onboarding. Created wireframes for prototype using Sketch and MarvelApp.
- Reduced time for customer quotation by 400% by identifying opportunity to automate internal Business Development team's manual process. Pushed final product within 6 hours, with a defined increase in customer satisfaction.

Research Assistant   Crawford Laboratory
November 2017 – December 2019   *Providence, RI*

- Presented with the **Karen T. Romer Undergraduate Teaching and Research Award** for Summer 2018. Developed scalable statistical models for Multi-Ethnic Genome Wide Association Studies (GWAS), and coded simulations in R.

PROJECTS

PyPawn: Creates a live digital representation of an overhead chessboard and records game progression. Trained classification neural net model with transfer learning (99.1% accuracy). Defined project milestones, coordinated project timeline and delivered final project ahead of deadline.

Stryv: Designed user interface and implemented frontend in JavaScript and AJAX for social media desktop web application to track and coordinate goals as part of a team of three. Lead team to define and shortlist features based on product end goal and resources.

iSearchr: Utilised SQLite3 and Node.js in developing a desktop app that analyzes local iMessage data and visualizes texting statistics such as emoji and message frequency. Submission for Yale Hack 2018.

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, SQLite3, Bash, LaTeX

MISCELLANEOUS

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