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## EXPERIENCE:

### Summer Technology Analyst

*Equities Derivatives Engineering*

**Goldman Sachs**

*May 2017 – Aug. 2017*

- Developed an auto hedger for traders using Slang and ReactJS to reduce manual errors and save time
- Collaborated with an exotics desk trader to understand use cases for automating EOD risk given a trading strategy and portfolio

### Co-Founder, CMO

*Innovation in Action Entrepreneurship Competition*

**University of Michigan**

*Feb. 2016 – Feb. 2017*

- Taught high school students professional skills through a series of self-developed, interpersonal modules
- Winner of the Innovation in Action Entrepreneurship competition held at the University of Michigan
- Piloted at Pioneer HS with a contract to implement all sessions during the 2016-2017 school year

### Explore Intern

*Connected Devices / Dev Platform / WDG*

**Microsoft**

*May 2016 – Aug. 2016*

- Designed and developed AirShare, a proximity-based group chat and file sharing app
- Enhanced code design skills, using C# to manage peer-to-peer connections between devices while considering reliability, security, and usability when sending messages

## EDUCATION:

### University of Michigan Ann-Arbor

*College of Engineering*

**Sept. 2015 – Apr. 2019**

*Major: Computer Science / Minor: Math*

- College of Engineering Dean's List, Joseph M. Geisinger Scholarship Awardee, Cisco Scholarship Awardee
- GEECS (Girls in Electrical Engineering and Computer Science) VP, Professional Committee Lead
- Discrete Math, Proof-Based Linear Algebra, Data Structures and Algorithms, Computer Organization

## SKILLS:

**Languages:** C++, C, C#, ReactJS, Slang, HTML/CSS

**Other:** Git, LaTeX

## PAPERS:

### CroMa (Crowds + Machines) Lab

*University of Michigan Ann-Arbor CoE*

**SketchExpress**

*April 2017*

S.W. Lee, Y. Zhang, **I. Wong**, Y. Yang, S. O'Keefe, W.S. Lasecki. SketchExpress: Remixing Animations For More Effective Crowd-Powered Prototyping of Interactive Interfaces. In *Proceedings of the ACM Symposium on User Interface Software and Technology (UIST 2017)*. Quebec City, Canada. 2017.

### CroMa (Crowds + Machines) Lab

*University of Michigan Ann-Arbor CoE*

**Apparition**

*August 2016*

S.W. Lee, Y. Yang, S. Yan, Y. Zhang, **I. Wong**, Z. Tan, M. McGruder, C.M. Homan, W.S. Lasecki. Creating Interactive Behaviors in Early Sketch by Recording and Remixing Crowd Demonstrations. In *AAAI Conference on Human Computation Demos (HCOMP 2016)*. Austin, TX. 2016.

## PROJECTS:

### CroMa (Crowds and Machines) Lab

**Apparition**

**Oct. 2015 - Present**

- Utilizing crowdsourcing to make online prototyping more fluid and efficient for designers
- Spearheading the design and implementation of an animation library using MeteorJS, HTML/CSS, and MongoDB, increasing system efficiency and improving user experience
- Transferring experience into an AR collaboration project where we mimic Apparition using Hololenses