

EDUCATION

University of Washington

Seattle, WA

Bachelor of Science in Computer Science

Sept. 2017 – June 2021

- Cumulative GPA: 3.89/4.0, *Cum Laude* | Annual Dean's List for 4 consecutive years
- UWCSE HCI Capstone 2020 Best Design Award

University of Washington

Seattle, WA

Master of Science in Computer Science

Sept. 2021 - Est. Mar. 2023

- Selected Courses: Advanced HCI | Interaction Programming | Software Design and Implementation | Design and Analysis of Algorithm | Computer Networks | Software Engineering

RESEARCH & WORK EXPERIENCE

Undergraduate(Jan. 2021-June 2021)/Graduate Researcher

Jan. 2021 - Present

ICTD Lab (Seattle Community Cellular Network, supervised by Prof. Kurtis Heimerl and PhD Esther Jang)

Seattle, WA

- Improve the community cellular network conditions for populations in low-income regions in local Seattle area.
- Lead the development of the multi-functional, human-centered tools for community engagement in python.
- Lead a team of 3 people for the network measurement and data collection tool on Android.
- Enhance and streamline the community donation integration (front-end and back-end) with Stripe APIs.

Undergraduate Teaching Assistant

Mar. 2021 – June 2021

Paul G. Allen School of Computer Science & Engineering (Introduction to Data Management, Major)

Seattle, WA

- Taught fundamental ideas including querying languages, data modeling, transactions, tuning and parallelism.
- Designed, planned section materials and let discussion sections to help student reinforce core course concepts.
- Guided students in their hands-on project experience with platforms, such as Azure, Apache Spark and AsterixDB.

Software Engineer Intern

July 2019 - Sept 2019

Miidi Tech

Hangzhou, China

- Collaborated in a cross-functional team to reducing people's addiction on smartphone on the iOS platform.
- Designed and implemented *Focus* function on OffScreen, an iOS-featured health app, through user research and prototyping. Built the user interfaces and core functions with Swift and UIKit.
- Remodeled and re-engineered accessibility supports and enrichment on Sharecuts(iOS), using Texture, Realm and Swift. Improved app's accessibility support by 50%.

SELECTED PROJECTS

Ahead (Task management App, iOS)

Feb 2020 – Present

- Serve as a project lead in a team of 3 people. Coordinate and maintain project progress with version control and facilitate effective cooperation, and communication in the team following software engineering principles.
- Designed and developed user interfaces and interactions following key HCI principles, and data model in Swift.
- Conducted user research, usability testing, and feedback analysis that drives user experience and features design on Adobe XD. App reached 1000+ users worldwide.

UserAnalytics Chrome Extension (Software Engineering Course Project)

Mar 2021 – June 2021

- Analyzed user requirements and designed software architecture. Manage the project following software development life cycle with Agile model.
- Led Chrome Extension UI/UX design and front-end implementation using JavaScript, CSS, and HTML following user requirements. Developed middleware interfaces that connects back-end databases.
- Built scalable testing suites and continuous integration tool for browser extension based on Github Action.

TECHNICAL SKILLS

Programming Languages: Java, Python, Swift, JavaScript, HTML/CSS, SQL, C, R

Frameworks: UIKit, Cocoa Touch, Core Data, Flask, Android SDK, React, Apache Spark, Map/Reduce

Developer Tools: Xcode, IntelliJ IDEA, Android Studio, Git, Figma, Unix Command Line, Adobe Audition, Adobe Lightroom, Human Computer Interaction, Design, Prototyping and Evaluation

Languages: Native in Chinese, Fluent in English, Intermediate in Japanese(2nd year)