

# KAREN FANN

SOFTWARE ENGINEER

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## EXPERIENCE

2017 - Present

### ACM DevX

*Junior Developer*

- Collaborating with team of developers and designers to build a dating app for over 900 UCLA students
- Developing front-end using HTML/CSS, jQuery and Handlebars

2017 - Present

### Design for America at UCLA

*Tech Director*

- Developing and maintaining organization's website using HTML/CSS and Git
- Leveraging design and technology to innovate a high-impact solution for LA's public transportation issues

2017 - Present

### The Coding School

*Programming Instructor/Webmaster*

- Lead weekly Unity 3D game development programming class of approximately 15 students at Culver City Middle School
- Developing new website to expand and include online teaching portal

2015 - 2016

### United Sciences Club

*President*

- Revamped club operations, increasing participation by 100%
- Forged relations with competitive science team leaders to provide \$2000 in sponsorship
- Coordinated with board and school administration to host annual Science Field Day for over 500 local middle school students

## EDUCATION

2016 - 2020

### B.S. Computer Science and Engineering

University of California, Los Angeles

GPA: 3.8/4

- Introduction to Computer Science I/II (C++)
- Introduction to Computer Systems (C, Linux)

2012 - 2016

### Mark Keppel High School, Alhambra

- Top 1% of class

## PROJECTS

### Bruin Navigation System

*C++*

- Implemented binary search trees, maps and A\* algorithm to search and reconstruct optimal path between start and destination

### Bugs! Simulation

*C++*

- Graphical ant simulation and programming competition platform developed using object-oriented programming and polymorphism

### Electric Vehicle

*C++, Arduino*

- Built electric vehicle capable of traveling to a target point to within 0.5% accuracy
- Programmed Arduino using C++ to efficiently apply acceleration and deceleration profiles to bipolar stepper motor, ESC, and RC motor

## SKILLS

Languages: C++, Python, HTML, CSS

Tools: Arduino, Git, XCode, Linux, Bootstrap