KAREN FANN

SOFTWARE ENGINEER

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EXPERIENCE

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

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

2016 - Present
Institute of Electrical and Electronics Engineers
General Board Member
- Organizing workshop to inform club members and UCLA students of internship opportunities
- Designed and developed personal website using HTML/CSS and pushed to Github

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
- Introduction to Computer Systems

2012 - 2016
Mark Keppel High School, Alhambra
- Top 1% of class

PROJECTS

2015 - 2016
Electric Vehicle
Engineer/Programmer
- Designed and developed automatic 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

2016
NASA Space Apps Challenge
Programmer
- Researched data generated by NASA flight tests and NASA noise laboratories to develop cohesive education GUI application
- Programmed Intel Edison using Java to create light visualization comparing low booms versus sonic booms

SKILLS

Languages: C++, Python, HTML, CSS

Tools: Arduino, Git, XCode, Linux