
Katie Cai

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EDUCATION

University of California, Los Angeles - *B.S., Computer Science*

SEPTEMBER 2016 - JUNE 2020

RELEVANT COURSEWORK

- Introduction to Computer Science I & II (Data Structures + Algorithms)
- Introduction to Computer Organization
- Software Construction Laboratory (In Progress, Fall 2017)

EXPERIENCE

Summer Assistant at Wizbots LLC, San Carlos, CA

JUNE 2015 - JULY 2015, JULY 2016 - AUGUST 2016

- Assisted students with building robots out of legos and programming them using Lego Mindstorms and a Java based programming language
- Assisted lead mentor with teaching material

SKILLS

- **Languages** Proficient: C++, HTML/CSS; Intermediate: Java, JavaScript, C
- **Tools** Xcode, Linux, Photoshop

PROJECTS

- **Bugs!** Graphic simulation where ants can be programmed (using the Bugs! programming language) to complete a variety of actions to help its anthill produce the most ants. Other objects, such as grasshoppers, poison, water, and food, help or hinder the ants. Heavily utilizes inheritance and polymorphism.
- **BruinNav** Navigation system written in C++ that finds optimal route from one point of interest to another, implemented with a binary search tree and the A* path-finding algorithm.
- **Color Picking Game** JavaScript web game where six random colors are generated and the RGB value for one color is shown. To win the game, the user has to click on the color that corresponds to the visible RGB value.