

# Kimberly Wu

kimberlywu@berkeley.edu | <https://www.linkedin.com/in/kimywu/> | (408) 840-1717

## EDUCATION

### University of California, Berkeley

B.S. in Electrical Engineering & Computer Science (EECS)

Berkeley, CA

May 2025

**Relevant Coursework:** Structure and Interpretation of Computer Programs, Designing Information System I

## LEADERSHIP & EXTRACURRICULARS

### Co-Founder & Co-Director - Gilroy Youth Engineers (GYE)

Gilroy, CA

February 2021 - May 2022

- Initiated and organized a one-month engineering program for girls, Hispanic youth, and other underrepresented students.
- Partnered with and received over \$6,000 in funding from the City of Gilroy.
- Mentored 30 middle school youth in robotics and computer science.
- Granted recognition from the National Academy of Engineering (NAE).

### EngineerGirl Ambassador - National Academy of Engineering (NAE)

Gilroy, CA

July 2021 - May 2022

- Established and organized Gilroy Youth Engineers (GYE) with mentorship from members of the NAE.
- Developed a project proposal outlining missions, visions, logistics, and course calendars for GYE to promote female representation in engineering.

### Publications Lead - AI Launch Lab

Québec, Canada

December 2020 - May 2022

- Directed the marketing and publications team to engage 250+ college students in AI workshops and R&D programs.
- Created promotional merchandise with Adobe Creative Suite to promote hackathons.

### Educator & Community Manager - CS01.io

Québec, Canada

March 2020 June 2022

- Created a neural networks course to teach 15 middle school girls through bi-weekly video sessions.
- Coordinated registration and led preparatory coding bootcamps for students.

## PROJECTS

### CATS

September 2022

*Python*

- Created autocorrection software that modifies mistyped work into the closest correlated word within the work bank
- Developed a program to measure typing speed and accuracy and allows them to upload scores to an online leaderboard

### ANTS

October 2022

*Python*

- Implemented autonomous agents with varying levels of difficulty to accommodate the varying skills for the user
- Created an interactive tower defense game by developing a graphical interface and text based interface for debugging
- Utilized object-oriented programming to customize game, player, and character attributes

## SKILLS & INTERESTS

**Technical:** Python, Adobe Creative Suite (Photoshop, Illustrator, Premiere), Digital Art and Design, Figma

**Interests:** Mechanical Keyboards, Hockey, Rap Music, Taiwanese Food, Gym

**Languages:** English (Fluent), Mandarin Chinese (Proficient)