

Belinda Weng

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EDUCATION

New York University, College of Arts & Science

Manhattan, NY

Bachelor of Arts in Computer Science (intended), Minor in Game Engineering

Expected Grad, 2027

- GPA: 3.38/4.0
- Relevant Courses: Data Structures, Discrete Mathematics, Computer Systems Organization, Data Science in Python

RELEVANT SKILLS

Programming Languages:

- **Advanced:** Java
- **Intermediate:** HTML, CSS, JavaScript
- **Basic:** Python, Swift, C, C++, Assembly

Software: Eclipse, VS Code, Google spreadsheet, Excel, Replit, Git/Github, Adobe Experience Manager

Frameworks: Node.js, React

Languages: English (fluent), Mandarin (intermediate), Wenzhou (novice)

RELEVANT WORK EXPERIENCE

CMS Web Designer

Sep. 2024 – Present

New York University, College of Arts & Sciences IT Services

Hybrid

- Design, edit, and update CAS webpages for CAS departments within a team.
- Improve and implement digital accessibility in web pages by following UX best practices.
- Provide technical support and guidance to team members regarding CMS inquiries and webpage edits.

SIP Teaching Assistant

May. 2024 – Aug. 2024

Girls Who Code Summer Immersion Program

Virtual

- Assisted my team in delivering a comprehensive game design curriculum in p5.js to 120 high school students.
- Mentored 40 high school students in small groups for community and network building.
- Collected and analyzed student feedback to suggest program improvements, resulting in a 40% increase in satisfaction and engagement.

PROJECTS

Social Impact Website: Comfort Women

Sep. 2024 - Present

CodePath

Virtual

- A work-in-progress website for Codepath's web development course.
- Intended to spread awareness and the history of Comfort Women.

Google Forms Choice Limiter

Oct. 2024

New York University

Manhattan, NY

- Developed a Google Apps Script using Javascript to manage availability for event registration through a Google Form.
- Implemented automated restrictions for event dates, limiting options as availability fills up.

HackNYU Mini Hackathon

Dec. 2023

Storytelling Game Challenge

Manhattan, NY

- Collaborated with peers in a team of 3 where we discussed our roles and challenges to create a visual novel game using Unity in 12 hours.
- Won "People's Choice Hack" Award.