**EDUCATION**

**Northeastern University,** Boston, MA *Sept. 2020 – Present*

**Khoury College of Computer Sciences** *May 2024*

*Candidate for Bachelor of Science in Computer Science and Business Administration*

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| *Honors*:  *Relevant Courses:*  *Activitie*s: | GPA 3.61 / 4.00 – Deans List, Deans Scholarship  Object-Oriented Design, Algorithms and Data, Programming in C++, Database Design, Fundamentals of Computer Science 1 and 2, Mathematics of Data Models,  Discrete Structures  Women in Technology, Computer Science Mentoring Organization, Eon Dance,  Asian Student Union (Mentor) |

**Harvard University**, Cambridge, MA *July – Sept. 2019, July – Sept. 2020*

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| *Honors:* | GPA 4.00 / 4.00 |
| *Relevant Courses:* | Introduction to Web Programming Using JavaScript,  Great Ideas in Computer Science with Java |

**Winchester High School**, Winchester, MA *Sept. 2016 – May 2020*

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| *Honors*:  *Relevant Courses:*  *Activitie*s: | GPA 4.01 / 4.00 – National Honors Society, AP Scholar with Distinction  Honors Web Design I, AP Computer Science Principles  Technovation (Marketing Team Head), Red & Black Newspaper (Business Manager), Public Speaking Club (President), High School Helpers Tutoring (Coordinator) |

**TECHNICAL KNOWLEDGE**

Languages: Java, HTML, CSS, Bash, Python, JavaScript, C++, SQL, DrRacket

Software: IntelliJ, Visual Studio Code, Eclipse, Git, MySQL, Jupyter Notebook, Microsoft Office

Operating Systems: MacOS, Windows, Linux

**PERSONAL AND ACADEMIC PROJECTS**

**Flood-It** *Aug. 2021*

* Built customizable strategy game using Java where the objective is to transform a grid of different colors into one color within allowed number of clicks.
* Incorporated Inheritance and Encapsulation from the Four Principles of Object-Oriented-Programming.
* Utilized the installation of Northeastern’s jar library to represent images and simulate animations.

**Mastermind** *July 2021*

* Developed key-deciphering Java game where the user is prompted to guess the correct order of randomly-generated colors through instant feedback before the game ends.
* Applied S.O.L.I.D principles from Object-Oriented Design including Single-Responsibility, Open-Closed, Interface Segregation, and Dependency Inversion.
* Users interacted through single entry point on main function.

**Image Processing** *June 2021*

* Pair-programmed Java application centered around layered image manipulation.
* Included ability to display interactive GUI-based user interfaces with Java Swing, create images programmatically, import and export images, manipulate individual layers, and add image transformations.

**FreeCell Card Game** *May 2021*

* Created text-based Java program through IntelliJ that simulates a one-player card game.
* Implemented Model-View-Controller Framework.

**INTERESTS**

Badminton, Archery, Painting, Photography, Chinese Classical Dance, and Piano