LAURA PEI

■ laur@berkeley.edu

github.com/lauraspberry >

in linkedin.com/in/laurapei>

laurapei.com >

+6262029474

EDUCATION

University of California, Berkeley

May 2024

B.S. Electrical Engineering and Computer Science

GPA: 3.67/4.0

Arcadia High School

2016 - 2020

High School Diploma, Salutatorian

Unweighted GPA: 3.98/4.0

EXPERIENCE

Connect@Cal>

Tech Associate

Nov 2020 - Present

- Built an API to optimize communication between clients + managers
- Created a Slack Bot that connects to a Google Form to craft a user interface that is intuitive to use while maintaining privacy using their modal

Flask Python Javascript Google Scripts Glitch NodeJs

Association of Women in EE & CS >

Operations Officer

Dec 2020 - Present

- Initiated website redesign with illustrations and visually appealing content
- Created a workflow management tool to streamline finances internally
- Integrated a Slack Bot into our workspace to optimize the checkin system

HTML CSS Slack API Google Scripts NodeJs

CS Kickstart >

Curriculum Committee

Nov 2020 - Present

- Created, developed, and refined the Computer Science curriculum for 2021
- Taught & collaborated with peers to optimize learning and engagement

Game Design and Development >

Class Facilitator

Nov 2020 - Present

- Taught weekly lessons to college students about development concepts
- Research development concepts such as animation and programming

LEADERSHIP

Education For All Foundation >

Co-Founder, Marketing Executive

June 2018 - Present

- Led teams to manage social media & create content for blog
- · Created efficient spreadsheets for class sign-ups directory
- Taught numerous English lessons to Chinese students (gr. 4-8)

Google Scripts Slack API Education

SKILLS

Technical: Python **Javascript** SQL HTML/CSS Scratch Flask React C# Unity **JQuery** NodeJS Procreate Creative: After Effects Photoshop Illustrator Figma XD

PROJECTS

Personal Website and Portfolio >

 Designed and programmed a site to showcase my accomplishments and projects
 Digital artworks > | Multimedia work >

HTML/CSS Javascript Procreate

Attack of the Boba Vampires (Game) >

- Created all assets (characters, scenes, UI) and animated the player's idle and death states
- Initiated designing game flow and strategy, with intentional level design for interest

Shrink (Game) >

- Implemented movement and shrinking scripts for events in the game
- Created & animated the player for immersion
 Unity C# Procreate Animation

Ants vs Some Bees (School Project)

- Implemented a playable game resembling Plants vs Zombies using Python classes
- Source Code Available upon Request

CATS (School Project)

- Created an autocorrect typing software
- Source Code Available upon Request

Scheme Interpreter (School Project)

- utilized REPL (Read-Evaluate-Print Loop) concept to build an interpreter from scratch
- Implemented logic from past experience with terminals to improve interpreter functions
- Source Code Available upon Request Python Scheme

OWObot

- Created a story driven game using Python
- Implemented rock paper scissors, tic-tac-toe, and a number guessing game as features

COURSEWORK

Data Structures, Structure and Interpretation of Computer Programs (CS 61A/B)

Designing Information Devices and Systems (EECS 16A/B)

AP Computer Science A (5), Multivariable Calculus (A), AP Calculus AB & BC (5), AP Physics C: Mechanics (5) and E&M (5)

ACT: 36 | SAT Math II: 800

OTHER INTERESTS

Cross Country Running > Productivity
Painting Animation > Philosophy
Writing EdTech Motion Graphics >