

# Laura Pei

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## EDUCATION

### University of California, Berkeley

Berkeley, CA

*B.S. Electrical Engineering and Computer Science*

*Aug. 2020 – May 2024*

- Courses: Structure and Interpretation of Computer Programs (CS 61A), Data Structures (CS 61B), Designing Information Devices and Systems (EECS 16A/B), Game Design and Development

### Arcadia High School

Arcadia, CA

*High School Diploma - Salutatorian - 3.98 / 4.0 GPA*

*Aug. 2016 – June 2020*

- Courses: Multi-Variable Calculus, APCS A, AP Calculus AB & BC, AP Physics C: Mechanics and E&M

## TECHNICAL SKILLS

**Languages:** JavaScript, Python, Scheme, SQL, HTML/CSS, C#

**Developer Tools:** Git, VS Code, Flask, React, Node.js, jQuery, Unity

**Creator Tools:** Figma, Procreate, Adobe Creative Cloud (Photoshop, Illustrator, After Effects, InDesign, Xd)

## EXPERIENCE

### Connect@Cal | Tech Associate

November 2020 – Present

- Upcoming: Building an API to optimize communication between clients and case managers
- Upcoming: Creating a Slack Bot to make an interface that is intuitive to use while maintaining privacy

### Game Design and Development | Class Facilitator

September 2020 – Present

- Revamped teaching content for game design lectures and projects
- Research and categorize game development concepts, such as animation and programming

### Education For All Foundation | Co-Founder, Marketing Executive

July 2018 – Present

- Co-founded 501c3 nonprofit organization aiming for educational equity by providing remote lessons
- Initiated website redesign with digital illustrations and visually appealing content
- Led the Speakers team to manage social media and create meaningful content for our blog
- Improved and implemented workflow for recruitment logistics with automated emails to applicants

## PROJECTS

### Boba Vampires | Unity, C#; Game Development and Design

October – December 2020

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

### Shrink | Unity, C#; Game Development and Design

September 2020

- Implemented movement scripts and player shrinking scripts for when it hits the shrink ray
- Created and animated the player's idle, walking, and death states for game immersion
- Digitally drew and animated environment assets such as the tileset, background, shrink ray, and spikes
- Designed levels 2 and 3 of the game to add more complex and strategic player movements

### Scheme Interpreter | Python; CS61A, UC Berkeley

November 2020

- Built an interpreter from scratch with a partner using the REPL (Read-Evaluate-Print Loop) concept
- Implemented logic from past experience with terminals to improve interpreter functions

### Ants vs. Some Bees | Python; CS61A, UC Berkeley

October 2020

- Created a playable game that resembles Plants vs. Zombies and has characters with unique traits
- Implemented classes to represent different ants with different actions and traits using inheritance

## ACTIVITIES

**CS Kickstart** | Curriculum Committee: created, developed, and refined the CS curriculum for 2021

**FIRST Robotics Team:** Coded and built, created, and 3D printed parts for robotics competitions

**Applied Engineering Team:** Built a solar-powered boat with wood, solar panels, a motor, and Coroplast

**High School Activities:** Cross Country Varsity Runner, Destination Imagination Team Captain, Astronomy Club Co-President, Physics Team Competitor