LAUREN HO

Mailbox #4753, Brown University, 69 Brown Street, Providence, RI, 02912
T: (201) 906-3424   E: lauren_ho@brown.edu
LinkedIn: https://www.linkedin.com/in/lauren-ho-670861b0

EDUCATION

Brown University, Bachelor of Science, Computer Science   Expected Graduation: May 2019
- GPA: 4.0
- Courses include:
  - Object-Oriented Programming in Java   ○ Algorithms and Data Structures   ○ Linear Algebra
  - User Interfaces and User Experience   ○ Computer Systems   ○ Software Engineering

TECHNICAL EXPERIENCE

Brown University, Computer Science Undergraduate Teaching Assistant for CS15/16   Spring 2016-Present
- Hold weekly lab sessions, design sections, and TA hours to guide students through course material
- Grade and provide constructive feedback on Java projects and Python problem sets
- Humor TA: Responsible for developing course material and writing/directing traditional class skits

Animal Vision, Co-Head Game Developer   2014-2015
- Researched ocular capabilities and anatomy of animals from the African savannah
- Designed and built a 3D world using Unity Game Engine and Autodesk Maya

Lamont-Doherty Earth Observatory, Research Intern   2014-2015
- Collaborated with a team of peers and Lamont researchers
- Examined human impact on the environment through X-ray Fluorescence
- Presented research at Passaic River Symposium, Montclair University and received student research award

PROJECTS

Voices of America   Fall 2016-Present
- Design a platform to give people who have faced discrimination a voice and sense of community
- Congregate archived and real-time input from users to analyze patterns and generate conversations to address trends
- Create a website using ArcGIS, HTML, CSS, Adobe Illustrator, and Adobe After-Effects
- Awarded the Esri Technology Sponsorship Prize and Alteryx Most Impactful Use of Analytics for Good Runner-up

Morale   Fall 2016-Present
- Develop a startup aimed at benefitting patients undergoing physical therapy
- Communicate with clinical directors to optimize user experience and clinical impact
- Create a mobile application on Xcode using Swift

Shell   Fall 2016
- Implemented a shell in C that uses a REPL to read user input and executes the given commands
- Designed to handle built-in and stored commands, redirection, and foreground and background processes

EXTRACURRICULAR ACTIVITIES

Women in Computer Science (WiCS), Mentor   2016-Present
- Provide support and encouragement to students taking computer science courses
- Advise students regarding continuing CS, recommended courses, research opportunities, resources, etc.

Fiction For Kids, Writer and Illustrator   2015-Present
- Authored several original short stories chosen to be donated to child cancer patients
- Illustrated and digitized original storylines of popular fictional characters

Scarlet Aquatics: New Jersey Wave Division, Competitive Swimmer   2005-2015
- Nationally ranked 4th in the 100 and 200 breaststroke in the Spring 2013
- Selected to attend the 2011 Eastern Zone Select Camp hosted by USA Swimming (top 26 females on East Coast)
- 1st place and current record holder in Eastern Zone Championships for 200 breaststroke

LANGUAGES AND INTERESTS

Proficient: Java, Python, x86 Assembly, and C
Familiarity: C#, Matlab, Swift, HTML and CSS
Interests: Creative writing, 3D modeling, biomimicry, Renaissance art, Greek mythology, traveling, swimming, skiing