

Education

University of Washington, Seattle, WA
B.A. in Mathematics
B.S. in Informatics (track: Human-Computer Interaction)
Expected June 2025
Dean's List Recipient (All quarters)

Relevant Coursework

Object-Oriented Programming
Data Structures + Algorithms
Client-Side Development
Multivariable Calculus
Differential Equations + Linear Algebra
Statistics + Data Science

Work Experience

Student Housing Tour Guide Housing Outreach UW HFS Mar 2023–Present

- Lead tours to showcase Resident Halls, student activity centers, and dining locations for new students
- Address questions/concerns from incoming students and parents, advocating safety and diverse programs

Swim Instructor Pedalheads Swim Co. Dec 2019–Jun 2021

- Mentored children of various ages in swimming and water safety, created lesson plans, and supervised activities

Skills

Technical Languages and Tools: Java, HTML, CSS, R/RStudio, Git/GitHub, Visual Studio Code, JavaScript, React

First Aid: National Lifeguard, Water Safety Instructor, Standard First Aid (Red Cross Certified)

Languages: English, Mandarin

Relevant Experience

Website Developer | "Keeping Up with Gen Z" Web App | Mar–Jun 2023

- Developed a website in a team using React and Firebase for other generations to understand the Gen Z terms
- Focuses on breaking communication barriers caused by slang creation use among Gen Zs and other generations
- Created and deployed the Homepage and website structure, routing other pages using Single-Page Applications

UI/UX Designer | EZ Park Mobile App | Sep–Dec 2022

- Designed a mobile application prototype with a team to tackle the parking challenges around campus
- Conducted user research and derived specific questions targeted to the students and staff population at UW
- Modeled all screens of the app, including onboarding, profile, payment, location, and parking choice, with Figma
- Presented a project pitch that talked about the accessibility and easy-to-understand features of the EZ Park App

Hacker | DubHacks Hackathon | Oct 22–23, 2022

- Worked as a team to create a touchless Rock-paper-scissor mobile app game using ScriptUI, AVkit, Ulkit, and Apple Vision to detect hand and joint motion
- Designed the user interface and interaction features
- Teamed up with peers to build Handput, the live joint-detection app that gives us feedback on joint motion
- Prototyped the user interface for the game, allowing users to experiment with the game by playing against bots

Programmer | Absurdle Manager | Apr–Jun 2022

- Constructed a Java class that simulates the popular game Wordle where users try to guess a word of a given length
- Used Tree sets and Treemaps to set corresponding letters to be mapped out as green, yellow, or white

Website Developer | My Earth Your Earth | Nov 2021–Present

- Produced a website using Webflow for the nonprofit organization My Earth Your Earth, founded by friends
- Monitored website status, designed web aesthetics and web information (<https://myearthyourearth.webflow.io/>)

Performance Director | Chinese Student Association | Sep 2022–Present

- Promote and educate the public about Chinese Culture to eliminate the stigma around the Chinese community
- Planned performances and stage set-ups, reviewed 10+ auditions, and optimized soundchecks
- Main point of contact for all performers and performance-related questions for the Annual Lunar Gala

Cymbal Player | Husky Marching Band | Aug 2022–Present

- Performed at Pregame and Half-time shows for UW football, including games in San Antonio, TX. and Eugene, OR
- Played 40+ pieces of music and 12+ pieces of drumline cadence features and practiced 15+ hours a week to prepare for a different show every game