LILY SAI

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education

University of California, Berkeley
Computer Science, B.A.
AUG 2018 - MAY 2022
GPA: 3.566 | Technical GPA: 3.5

Relevant Coursework: Data Structures; Structure and Interpretation of Computer Programs; Designing Information Devices and Systems I; The Foundations of Data Science; Web Design Decal; CS Scholars Seminar: The Educational Climate in CS & CS61A Technical Discussions

San Mateo High School
AUG 2014 - MAY 2018
Weighted: 4.434 | Unweighted: 3.981

skills

- Python
- Java
- Scheme
- SQL
- HTML/CSS/JS
- Photoshop
- Illustrator
- InDesign
- XD/Figma
- Chinese
- French

honors

CS Scholars
AUG 2018 - PRESENT

National Merit Pfizer Inc. Scholarship
MAY 2018 - MAY 2022

California Scholarship Federation Life Member
MAY 2018

SafeAmerica Credit Union Scholarship
APR 2018

National Merit Finalist
FEB 2018

San Mateo County Artist Hall of Fame
NOV 2016
Permenantly displayed art in the San Mateo Union High School District Office.

Speak and Lead with Pride Program
JAN 2016 - MAR 2016
Public speaking and leadership training

projects

AZLyrics Redesign   MAR 2019
▸ Modernized and improved the AZLyrics website by updating font, spacing, style, and organization of information to be more clean and clear

High School Course Scheduler   NOV 2018
Developed for CalHacks 5.0
▸ Scheduling program to optimize the creation of high school course schedules using Google Forms, personalized Google App Script, Python, and csv files
▸ Wrote algorithms with tree recursion to improve student & teacher course placement
▸ Intended to help high school counselors expedite course scheduling

Yelp Maps   SEPT 2018
▸ Created a visualization (Voronoi diagram) of restaurant ratings using machine learning and the Yelp academic data set in Python
▸ Recommended restaurants based on user's ratings of other restaurants

Mafia Role Generator   AUG 2018
Developed during CS Kickstart
▸ Terminal program that automates the role assignment for the game Mafia
▸ Written in Python, utilizing techniques such as the time module, reading user input, and ASCII/ANSI in order to manipulate the terminal

additional experience & leadership

CS Kickstart Curriculum Committee   AUG 2018 - PRESENT
Curriculum Developer | Web Sub-Committee
▸ Design and update curriculum for future CS Kickstart participants (around 50-60 incoming freshman girls) through creation of guides, presentations, and demos
▸ Work on the web development/design sub-committee to create a sample website that will be used to illustrate the possibilities of web
▸ Write foundational web design curriculum and tutorials (HTML/CSS)

Art Club   AUG 2016 - MAY 2018
President (2017 - 2018) | VP (2016 - 2017)
▸ Organized and supervised 50+ participant Chalk Fest (annual event where students create large chalk art for the school)
▸ Collaborated with administration to reserve the location and send out/collect field trip forms to excuse absences
▸ Took inventory of old chalk and ordered necessary additions to minimize expenses

MateoBotics   AUG 2017 - MAY 2018
Programming Instructor | Publicity
▸ Taught club members with no programming experience Java basics
▸ Designed club t-shirts, buttons, and posters for outreach

Green Team   AUG 2016 - MAY 2018
Publicity Lead
▸ Designed flyers and posters to publicize events
▸ Increased high school's recycling in order to improve sustainability and reduce carbon footprint through introduction of a new recycling program in classrooms and posters around the campus

COSMOS, Santa Cruz   JULY 2016
Cluster 5: Video Games: The Design of Fun from Concept to Code
▸ Learned programming basics, 3D sculpting, Photoshop and applied skills to game
▸ Designed and created an interactive story game meant to question the effectiveness of a utilitarian society with a team using Twine, Unity, and Photoshop