LILY SAI

lilys2001.github.io
lilysai@berkeley.edu
(650) 339 0030
linkedin.com/in/lilysai
github.com/lilys2001

education

University of California, Berkeley
Computer Science, B.A.
AUG 2018 - MAY 2022
GPA: 3.671

Relevant Coursework
- Data Structures
- Efficient Algorithms and Intractable Problems
- Introduction to Artificial Intelligence
- Structure and Interpretation of Computer Programs
- Great Ideas in Computer Architecture (Machine Structures)
- Designing Information Devices and Systems I & II
- Principles & Techniques of Data Science
- Web Design Decal

San Mateo High School
AUG 2014 - MAY 2018
W GPA: 4.434; UW GPA: 3.981

skills

Programming:
- Java
- Python
- Scheme
- SQL
- C
- RISC-V

Web:
- HTML
- CSS
- JavaScript
- jQuery
- React
- Bootstrap

Design:
- Photoshop
- Illustrator
- InDesign
- Adobe XD

Languages:
- 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 High School Artist Hall of Fame**
  NOV 2016
- **Speak and Lead With Pride**
  JAN 2016 - MAR 2016

work experience & leadership

Microsoft Software Engineer Intern MAY 2020 - AUG 2020
- Worked on the Microsoft Intune Compliance Team, developing across the UX, frontend, and backend, using C# and TypeScript
- Project focused on extending email notification feature to support tailored notifications for multiple different locales and the end-user's preferred language

Web Design Decal AUG 2019 - PRESENT
Teaching Assistant
- Lead a cohort of 15+ students of varying web development skills and guide them through hands-on activities
- Update curriculum handbook and write and design new lab and homework assignments
- Hold 1.5 hours of Office Hours each week to answer any additional questions and provide help and resources to students

Society of Women Engineers AUG 2018 - PRESENT
Team Tech: Co-Lead (MAY 2020 - PRESENT); **Committee Member** AUG 2019 - PRESENT
- Work with team, company partner, and industrial advisors to pursue engineering project

Web: Webmaster (JAN 2020 - MAY 2020); **Committee Member** AUG 2019 - MAY 2020
- Update and maintain UC Berkeley's SWE website, working with HTML, CSS, JS, and Bootstrap
- Create a stronger and more personable online presence and identity for the club

Evening with Industry: Graphic Designer AUG 2019 - DEC 2019
- Create promotional material, such as Facebook event covers and flyers, to market 200 attendee dinner and networking event of around 150 students and 50 engineers and recruiters

Public Relations: Committee Member AUG 2019 - DEC 2019
- Design stickers and Facebook banners to publicize the club and its events using Illustrator

CS Kickstart AUG 2018 - PRESENT
Website Head JAN 2020 - PRESENT
- Lead committee for the creation of a new website using HTML, CSS, and PHP
- Maintain the current CS Kickstart website, updating it with new profiles and sponsors

Curriculum Committee: Web Curriculum Developer AUG 2018 - MAY 2019
- 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 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)

projects

Antibiotic Dispensing System with Integrated Cloud-Based Andon AUG 2019 - PRESENT
Developed for Beckman Coulter for the 2019-2020 SWE Team Tech Competition
- Apply software, hardware, and research skills with a team of engineering students, advisors, and Beckman Coulter to develop a scalable cloud-based electronic andon system using Microsoft Power Apps and Flow, and a test fixture for an antibiotic dispensing plunging device

Let's Eat! JULY 2019 - SEPT 2019
- Designed a web application that randomly chooses restaurants based on location and rating for indecisive eaters using Django, Yelp API, Python, HTML, CSS, and JavaScript

Trick-or-Treat: THE GAME MAY 2019
- Created an interactive, 2D tile-based, pseudo-randomly generated world exploration game in Java rendered with the StdDraw Library and controlled with the keyboard
- Introduced mechanics to win the game through implementation of "mini-games" against NPC characters and collectable items

High School Course Scheduler NOV 2018
Developed for CalHacks 5.0
- Developed a scheduling program to optimize the creation of high school student and teacher course schedules using Google Forms, Google Apps Script, Python, and csv files
- Wrote algorithms to improve student & teacher course placement to help high school counselors expedite course scheduling