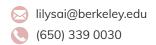
# LILY SAI





## 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

- Pythonlava
- PhotoshopChineseIllustratorFrench
- Scheme
- InDesign
- SQL
- ▶ XD/Figma
- HTML/CSS/IS

### 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