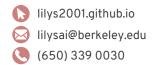
# LILY SAI





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 Architectrure (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

Web:

▶ HTML

▶ jQuery

▶ React

▶ JavaScript

▶ Bootstrap

Languages:

▶ Chinese

▶ French

▶ CSS

### Programming:

- Java
- Python
- ▶ Scheme
- ▶ SQI C
- ▶ RISC-V
- Design:

#### ▶ Photoshop

- ▶ Illustrator
- ▶ InDesign
- Adobe XD

## 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

# education — work experience & leadership

#### Microsoft Software Engineer Intern

- ▶ 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 guestions 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

AUG 2019 - DEC 2019 Evening with Industry: Graphic Designer

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** Website Head

AUG 2018 - PRESENT 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

AUG 2018 - MAY 2019 Curriculum Committee: Web Curriculum Developer

- 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

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