

Ju Eun (Lydia) Lim

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SKILLS

Programming/Software

C/C++
Java
Python
MIPS
HTML
CSS
React
Angular
Vue JS & Vuex
Django
Flask
Adobe InDesign

Languages

Fluent in Korean & English

RELEVANT COURSES

User Experience Engineering
Usability Testing in Technical Writing
Introduction to Human-Computer Interaction
Programming Languages for Web Applications
Integrating Writing and Design
Introduction to Data Science
Software Quality Assurance
Algorithm Implementation
Fundamentals of Computer Science - Data Structure
Introduction to Object-Oriented Programming (JAVA)
Fundamentals of Computer Science (C++)
Formal Methods in Computer Science
Introduction to Systems Software
Computer Organization and Assembly

EDUCATION

University of Pittsburgh, Pittsburgh, PA
B.S. in Computer Science, GPA 3.79, May 2021

Pasadena City College, Pasadena, CA
Computer Science, GPA 3.9, June 2019

Awards & Honors

Jack Kent Cooke Transfer Scholar Semifinalist 2019
The Heartfield Scholarship (STEM) 2018
Academic Senate Dean's Honor Scholarship 2018
Leadership Scholarship 2018
Leadership and Volunteer Scholarship 2017

WORK EXPERIENCE

Frontend/UI Developer

CGI Inc. (Technical consulting firm)

Develop design templates for PNC Bank's interface components using Angular.

June 2021 - Present

User Experience (UX) Designer/Engineer

Learning Research & Development Center, University of Pittsburgh

Design a teacher and student dashboard for UbiCoS, an intelligent educational learning platform. Design, wireframe, and implement a parent dashboard for EMBRACE, an embodied intelligent tutoring system (ITS) for improving English comprehension for dual language learners. Develop user interview questions.

August 2020 - Present

Computer Science Tutor

Computer Learning Center, Pasadena City College

Provided tutoring support to students: homework assistance, explain programming concepts.

Sep 2018 - June 2019

Computer Science Teaching Assistant

CS002 Fundamentals of Computer Science II, Pasadena City College

Provided embedded tutoring to 12+ students during lab sessions: homework assistance, presentation on debugging using QT debugger.

Feb 2019 - June 2019

PROJECTS

CGI Client Onboarding Portal

Capstone - UX Leader & Frontend Developer

Design new features of the client onboarding portal using Invision, wireframe using PowerPoint and implement in Angular, review workflows, and use SonarQube to detect and fix issues in Angular frontend code.

Spring 2021

Smart Scheduler

Personal Project

Develop smart scheduler for students to help them improve time management.

Summer 2020

2020 She Innovates Hackathon - 2nd Place Winner

University of Pittsburgh

Contributed to front-end development of a chrome extension, Foot, that upon item search, generates a list of products with ratings on eco-friendliness based on scientific research and data and makes eco-friendly suggestions. Also selected as a semifinalist in Pitt Randall Family Big Idea Competition.

Spring 2020

Food with Friends - Group Project

University of Pittsburgh

Developed a website that lets users post and sell left-over food and host homemade dinner, connecting everyday cooks to local buyers. Implemented front-end and back-end of submission forms and profile page with the history of posts, which can be edited and deleted.

Spring 2020

2019 Games4SocialImpact

University of Pittsburgh

Developed smoking prevention typing game, in which player has to deliver informative message to the destination, where there is a smoker, before the smoker's lungs turn completely black. Used Unity game engine and C#.

November 8, 2019 - November 10, 2019