

Ju Eun (Lydia) Lim

jlydia.38@gmail.com ✉
(626) 689-3714 ☎
<https://github.com/ljlim3> 💻
<https://ljlim3.github.io/portfolio> 📁

SKILLS

Programming/Software

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

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 3.75, 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

PROJECTS

CGI Client Onboarding Portal

Spring 2021

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.

Smart Scheduler

Summer 2020

Personal Project

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

2020 She Innovates Hackathon - 2nd Place Winner

Spring 2020

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.

Food with Friends - Group Project

Spring 2020

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.

2019 Games4SocialImpact

November 8, 2019 - November 10, 2019

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#.

WORK EXPERIENCE

User Experience (UX) Designer/Engineer

August 2020 - Present

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.

Computer Science Tutor

Sep 2018 - June 2019

Computer Learning Center, Pasadena City College

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

Computer Science Teaching Assistant

Feb 2019 - June 2019

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.