Lucy Qu

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EDUCATION

Brown University, B.S. Computer Science GPA: 3.8/4.0 ***Providence, RI | Expected Graduation: May 2022***

- Relevant Courses: Software Engineering, Computer Systems, User Interfaces and User Experience, Algorithms and Data Structures, Object Oriented Programming, Discrete Structures and Probability, Linear Algebra, Honors Statistics
- Activities: Bonner Community Fellowship, Brown Daily Herald Layout Editor

SKILLS

- Technical: Java (proficient), Python (proficient), C (proficient), Javascript (React), HTML, CSS
- Creative: Adobe Illustrator, Photoshop, Premiere Pro, Final Cut Pro, Lightroom, iMovie
- Fluent in Mandarin and Wenzhounese; proficient in Spanish

TECHNICAL EXPERIENCE

Google, *STEP Intern* ***Pittsburgh, PA | May 2020***

GivePulse, *Software Engineering Intern* ***Remote | May 2019 – August 2019***

- Develop support for QR code generator and QR code scanner in React Native App
- Add additional pages and features to application, update user interface for iOS app, and contribute to existing code base through Git workflow
- Test application, document 40+ bugs and improvements on GitHub, and close 20+ tickets

CS RELATED PROJECTS

DishUp, CSCI 0320 Introduction to Computer Engineering - Java, SQL, React ***April - May 2020***

- In team of 4, built food review web application (Yelp but for dishes) with React frontend integrated with Java backend deployed to Heroku, including user management/authentication, Postgres database, KDTree search algorithm and autocorrect
- Wrote Java classes for all essential components (reviews, dishes, tags, dietary restrictions, etc.) and related queries (favorites, price average, Bayesian mean rating calculation, and much more - largest class of queries), sorting and filtering, about page, high-fidelity design and mockups for the website, testing and checkstyle

Maps, CSCI 0320 Introduction to Computer Engineering - Java, SQL ***March - April 2020***

- Implemented Dijkstra's algorithm that concurrently builds the graph while finding the shortest path. Implemented KDTree and used k-nearest algorithm to find neighbors of inputted coordinates. Used SQL statements to extract data from large database files and made use of caching to speed up run time.
- Focused on design of project, such as using proxy classes and interfaces, to make code generic, modular, and extensible, and wrote extensive system and JUnit tests

Shell, CSCI 0330 Introduction to Computer Systems - C ***November 2019***

- Built a shell terminal capable of handling multiple child processes and responding to UNIX commands
- Handled file redirection, process reaping, and signaling

LEADERSHIP EXPERIENCE

Brown University, *Undergraduate TA for CSCI 0160: Data Structures and Algorithms* ***Providence, RI | January 2020 – present***

- Hold weekly office hours that include debugging code and explaining conceptual questions
- Lead two sections weekly consisting of ~10 students each to review material
- Grade homeworks, projects, and answer Piazza questions
- Hold mentorship meetings with students to provide support for Brown CS

Bonner Community Fellowship ***August 2018 – present***

- Most selective and prestigious community service fellowship offered by the Howard R. Swearer Center
- Commit to 6-8 hours of service weekly with local community organization (HousingWorks)

HousingWorks RI at Roger Williams University, *Data Researcher* ***Providence, RI | September 2019 – present***

- Assist development of annual Housing Fact Book by parsing through census data and making calculations using Excel
- Research affordable housing in Rhode Island and its intersectionality with both micro and macro systems