# Maya Noren

Troy, MI • (231) 260-9325 • mnoren@umich.edu • www.linkedin.com/in/mayanoren

## **EDUCATION**

**University of Michigan,** College of Literature, Science, and the Arts, Ann Arbor, MI

(*Expected*) **Dec. 2027** 

B.S. in Computer Science

Minor in Electrical Engineering

Cumulative GPA: 3.964

**Organizations:** Korean American Student Association *Graphics Chair*, Korean Scientists and Engineers Association, Innovation for Impact

## RELEVANT COURSEWORK

Intro to Computer Organization, Intro to Electronic Circuits, Data Structures and Algorithms, Programming and Introductory Data Structures, Discrete Mathematics, Linear Algebra, Calculus III, AP Computer Science A

#### **EMPLOYMENT EXPERIENCE**

Percent Coffee, Barista, Troy, MI

Jun. 2024 - Aug. 2025

- Operated POS systems, handling transactions and maintaining financial accuracy.
- Developed strong communication and customer service skills while managing beverage preparation.
- Implemented organizational strategies to enhance workspace efficiency.

Troy Continuing Education, Swim Instructor, Troy, MI

Jun. 2023 - Aug. 2023

- Maintained a positive and encouraging learning environment for children.
- Designed tailored lesson plans for diverse age groups, emphasizing adaptability and engagement
- Monitored participant safety, demonstrating leadership and responsibility in collaborative settings.

## **PROJECTS**

Pest Control, Mhacks Hackathon Ann Arbor, MI

Sept. 2025

- Collaborated in the creation of a lightweight Github workflow tool that allows users to automate debugging.
- Integrated the Gemini API to automatically generate code patches aimed at resolving detected bugs.
- Built a workflow system to test and iterate patches through user suites until a valid solution was found.

Simulation Queue System, Data Structures and Algorithms Class Project, Ann Arbor, MI

Apr. 2025

- Utilized STL priority queues to simulate a zombie attack game given a set of seed inputs.
- Modeled in-game entities using structs and managed access via heap allocation and pointer-based containers.
- Engineered the basic functions of three styles of priority queue: sorted array, binary heap, and pairing heap.

## **SKILLS & AWARDS**

**Technical Skills:** C++, C, Python, Java, HTML, Windows, Ubuntu, Git, CAD, Figma, Photoshop

Awards: Dean's List, University Honors, William J. Branstrom Award