

MICHELLE DENG

✉ mdeng@cmu.edu
☎ (650) 260-4639

EDUCATION

DEGREE **B.S. Cognitive Science**
Computer Science minor
2013-2017 **Carnegie Mellon University**

WORK EXPERIENCE

- SPR 2017 **CyLab** Carnegie Mellon
Research Assistant
- Building a website using Angular2 for the CyLab OpenChirp project.
- SUM 2016 **InsideSales.com** Provo, UT
Software Engineering Intern
- Built a new monitoring app for the data science team using Angular 2 to monitor the performance of training models for lead-scoring over time. Coded a Python backend to pull and organize data from HBase, store it in MongoDB, then serve it on a Flask app to be retrieved by the Angular 2 app.
- SUM 2015 **Waterfall** San Francisco, CA
Software Engineering Intern
- Helped build an automated test framework for Waterfall SMS Platform. Wrote unit tests using JUnit to verify text messages users sent and received via the platform were captured in the database, and used Selenium to create automated tests for the text messaging campaign process on the platform's frontend.
 - Constructed in Photoshop a new message process diagram that shows the messaging cycle between the user and the system. Created ERD's for the backend databases.
- SUM 2014 **AvantSoft, Inc** San Jose, CA
Interactive Animation Designer
- Designed over 25 greeting cards using Adobe Illustrator and Photoshop, adapting separate parts so they could be animated.
 - Animated the greetings cards using Adobe Edge Animate, Javascript, and HTML Canvas, adding storylines that users can follow by interacting with buttons, characters, and other symbols in each card.
 - Used Javascript to engineer each card so they were responsive, user-interactive, mobile and web friendly.

SKILLS

PROFICIENT Python, Java, SML, C, JUnit, Angular 2, \LaTeX , Adobe Photoshop, OS X

EXPERIENCED Javascript, HTML/CSS, MongoDB, Django, Selenium, VIM, IntelliJ, Linux/Windows, Git

RESEARCH

- SPRING 2017 **SCIPR Project**
Carnegie Mellon University
- Working on SCIPR Project at CMU's HCI department. Designing Wizard of Oz experiment and user interface, as well as implementing the user interface and its back-end programs using Unity, Virtual Human Toolkit, BEAT, SmartBody, and Text-To-Speech technologies.
- FALL 2016 Performed independent research relating to curiosity, scientific inquiry, and multiparty interaction in learning contexts by conducting literature review and formulating a research question, preparing data for analysis, and carried out analysis to write up results in a final paper.

PROJECTS

- SPRING 2017 **4U**
Carnegie Mellon University
- Used the IBM Watson SDK, Yelp API, and OpenCV to develop a voice-controlled, facial recognition personalized assistant that can help plan budget and recommend places to eat based on stated food preferences.
- SPRING 2016 **purify**
Carnegie Mellon University
- Used Node.js and the SoundCloud API to code an app where users input a song and the app will filter their SoundCloud stream and liked songs to only play tracks related to the input song.
- SUM 2015 **Waterfall Fit**
Waterfall
- Volunteered to construct and lay the groundwork in building a Django web application in Python to log users' fitness activities and enable peer competition based on the intensity and duration of their exercises.
 - Designed and implemented the backend database with MySQL to store user, account, and exercise information extracted from their email accounts and submitted through forms. Used Google's OAuth2 for the app's authentication protocol and formatted UI with HTML.

EXTRACURRICULAR ACTIVITIES

- PITTSBURGH, PA
SPRING 2016, 2017 **alpha Kappa Delta Phi, Sorority Inc.**
Greek Sing Choreographer
- SPRING 2015 **Greek Sing Scriptwriter,**
Co-choreographer
- FALL 2014 **Academic Chair**