# Michelle Woo

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**OBJECTIVE:** To seek a software development position in which I can utilize my skills and experience to contribute to the success of a growing organization as well as gain knowledge in the field of computer science.

### **EDUCATION:**

## University of California, Irvine

Irvine, CA

B.S. Computer Science

GPA: 3.2

Expected Graduation Year: June 2019

## **SKILLS:**

- $\hbox{\bf \bullet Working knowledge in HTML, SASS/CSS, JavaScript ES6, C\#, Unity, C++ \,, Java, Python, and GitHub } \\$
- Basic knowledge in ASP.NET MVC, React, Bootstrap, Node.js, AWS, MySQL

## **EXPERIENCE:**

Kelley Blue Book Irvine, CA

Software Engineer Intern

*June* 2018 – *September* 2018

- Designed and developed code that handled verification for MYKBB accounts and auto sign ups
- Learned and used Gigya's API to handle account creations, verifications, password resets, emails, etc.
- Lived by Agile Scrum principles and collaborated with team members using Agile techniques including test driven development, code reviews, and retrospectives

Super Toy Box Lake Forest, CA

Software Developer Intern

June 2017 – December 2017

- Replaced assets and converted XML files to JSON files for Subaru and Kia Awards Display application
- Styled footer and product features/details of the Aggregate Watches website
- Used Unity/C#, PlayCanvas, and A-Frame to create virtual reality components
- Fixed bugs and errors of the templates that were uploaded into the VRFactory website

#### **PROJECTS:**

# 1ST PLACE WINNER- Augmented Reality First Aid Android Application (Unity/C#, Vuforia, ARCore):

- Used augmented reality to simulate different injuries and demonstrate how to care for those injuries on Android
- Interactive AR components with step by step instructions for users to learn effectively
- Competed with a group at ICSSC's Medical Application Jam for two weeks and won first place

## Color Shot (Unity/C#):

- Developed an arcade android game in which the user destroys different colored monsters with specific colored lasers
- Goal of the game is to win as many points as possible without letting any enemies reach the other side
- Competed with a group at HACKUCI for 36 hours

## Resume Website- https://michellewoohoo.github.io (HTML, CSS, JavaScript):

- Displays my information, all projects, work experience, education, skills, and artwork
- Designed and developed website from scratch

## FitYourGenes (HTML, CSS, Python, NodeJS, Bootstrap):

- Used Genome Link API and Flask to output genomic data
- Utilized genomic data to determine which diseases users are susceptible to, what nutritional deficiencies users have, and the body type of each user
- Returns information and personalizes foods, nutrients and exercises suggested for each individual
- Competed with a group at UC San Diego's hackathon for 36 hours