Michelle Woo

Irvine, CA 92612 | (626) 200 – 7215 | woomy@uci.edu | https://michellewoohoo.github.io

OBJECTIVE: To seek a software development position in which I can utilize my skills, experience, and 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: 3.24 *Expected Graduation Year: 2019*

SKILLS:

- Working knowledge in HTML, CSS , JavaScript, Python, C++, and GitHub
- Basic knowledge in Unity/C#, PlayCanvas and A-Frame
- Computer literate in both Windows and Apple operating systems

COURSEWORK:

Introduction To Programming, Programming with Software Libraries, Intermediate Programming, Introduction to Software Engineering, Boolean Algebra and Logic, Discrete Mathematics for Computer Science, Computer Linear Algebra, Game System and Design, Programming in C/C++, Introductory Computer Organization, Data Structure Implementation and Analysis

EXPERIENCE:

Super Toy Box **Lake Forest, CA**
Software Developer Intern *June 2016 – Present*

- Used Unity/C#, PlayCanvas, and A-Frame to create virtual reality components
- Updated Blizzard assets and added sound to the BLIZZWAYIW project for Blizzcon
- Fixed bugs and errors of the templates that were uploaded into the VRFactory website

Dating Sphere **Irvine, CA**
Beta Tester Intern *March 2016 -December 2016*

- Tested for bugs and errors in the website before launch
- Submitted bug reports and proposed improvements for website

PROJECTS:

Class Grade Calculator Website (HTML, CSS, JavaScript):

- Asks user to input information about their class (weights, total points, their scores)
- Calculates and displays their total percentage in the class
- Calculates the score needed on the final to get a specific grade in the user's class

Maze Generator and Solver (C++):

- Can generate an infinite amount of random mazes given any width from 10-50 cells wide and height from 10-50 cells tall
- Has the ability to solve any maze and acknowledges whether the maze has a solution

"Text Editor" Project (C++):

- Displays cursor, moves cursor around with key presses, displays text when keys are pressed, deletes text, and undo/redo keypresses
- Partially implemented by professor

Othello Project + AI (Python & C++):

- Asks user for specifications for the game (rows, columns, which player goes first, etc.)
- Programmed fully functional game logic, GUI, and Artificial Intelligence