Michelle Woo

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

EDUCATION:

University of California, Irvine   **Irvine, CA**
B.S. Computer Science   *Expected Graduation Year: June 2019*
GPA: 3.2

SKILLS:

- Working knowledge in HTML, SASS/CSS, JavaScript (ES6), Node.js, D3.js, MySQL, React, C#, Unity, C++, Java, Python, and GitHub
- Basic knowledge in C, Bootstrap, AWS, GraphQL, MongoDB, MVC, and Agile software development

EXPERIENCE:

Strategy Companion   **Irvine, CA**
Front End Engineer   *January 2019 – Present*
- Assists in enhancing UI to improve efficiency and usability of the application
- Develops interactive charts and graphs using D3.js to create user friendly data visualization

Ardent Labs   **Irvine, CA**
Software Developer Intern   *October 2018 – December 2018*
- Used React and GraphQL to implement a web frontend for users to interface with
- Managed and added new features to office application that organizes the academy's student and classroom information

Kelley Blue Book   **Irvine, CA**
Software Engineer Intern   *June 2018 – September 2018*
- Developed code that handled verification for MYKBB (My Kelley Blue Book) accounts and automatic sign ups
- Learned and used Gigya's API to handle account creations, verifications, password resets, emails, etc.
- Used Agile Scrum principles and collaborated with team members using 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:

Game Loot (Java, Tomcat, MySQL, AWS, HTML, CSS, Javascript, XML, Android Studio) – Class Project:
- Created an ecommerce website from scratch that allows users to browse and purchase games
- Implemented both the front end and back end of the web application
- Learned the basics of AWS, parsing XML, managing user sessions, pagination, auto complete and full text searches, and cart transactions

1ST PLACE WINNER - Augmented Reality First Aid Android Application (Unity/C#, Vuforia, ARCore) – Hackathon Project:
- Competed with a group at ICSSC's Medical Application Jam for two weeks and won first place
- Uses augmented reality to simulate different injuries and demonstrate how to care for those injuries on Android
- Includes interactive augmented reality components with step by step instructions for users to learn effectively

Search Engine (Python, MongoDB) – Class Project:
- GUI application prompts user to input either a query or a word and displays the most relevant pages
- Reads each HTML file in a given corpus and creates an inverted index in MongoDB with tokens mapping to relevant documents
- Implemented heuristics such as query string proximity, cosine similarity, and tf-idf scoring to rank document's relevancy and only return pages pertaining to the query or word