# 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, Node.js, React, C#, Unity, C++, Java, Python, and GitHub

Basic knowledge in C, Bootstrap, AWS, MySQL, GraphQL

## **EXPERIENCE:**

**Ardent Labs** *Software Developer Intern* 

Irvine, CA

October 2018 - Present

• Uses React and GraphQL to implement a web frontend for users to interface with

Manages and adds 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:**

## Resume Portfolio Website - https://michellewoohoo.github.io (HTML, CSS, Javascript) - Personal Project:

- Learned the fundamentals of HTML, CSS, and Javascript
- Designed mock ups using a graphics editor called Vectr and developed the website from scratch
- · Displays my information, all my projects, work experience, education, skills, and artwork

#### 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

# Weather App (Node.js, HTML, CSS) – Personal Project:

- Learned how to use node.js, express, and socket.io
- Reads user input and displays the appropriate weather icon and current temperature of location in either degrees
  Fahrenheit or Celsius
- Calls Google Map's API and Dark Sky's API to grab location and weather data

# FitYourGenes (HTML, CSS, Python, Node.js, Bootstrap) – Hackathon Project:

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