MINNA AU

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EDUCATION

UNIVERSITY OF MICHIGAN, Ann Arbor, Michigan

Expected graduation, May 2022

B.S.E. in Computer Science, College of Engineering

Relevant Courses: Web Design, Development, and Accessibility | Needs Assessment and Usability Evaluation | User Interface Development | Introduction to Computer Organization | Introduction to Computer Security | Web Systems | Software Engineering | Human-Centered Software

UNIVERSITY OF VIC - CENTRAL UNIVERSITY OF CATALONIA, Barcelona, Spain

May 2019

Summer Study Abroad Program, Course: Design Thinking

THE BRONX HIGH SCHOOL OF SCIENCE, New York City, New York

June 2018

EXPERIENCE

FACTSET, New York City, New York

June 2021 - Aug 2021

Software Engineer Intern

- Built the Support Portal, which provides a one stop solution to parse logs, construct POST bodies, run calculations, and see results/errors for 50+ clients with 150 thousand requests daily
- Wrote Elasticsearch queries that connect to Kibana to generate a POST body from a unique calculation ID
- Provided performance metrics and summaries for each calculation and talked to underlying APIs to run each calculation

BAN PRANG PRIMARY SCHOOL, Pua, Nan, Thailand

July 2017 – Aug 2018

Teacher

- Operated English camp in Thailand along with seven peers for 40 children aged 10 to 13 years old and handled all aspects of planning curriculum and activities to increase interest in learning English
- Fostered oral language development and grammatical skills during class discussions

PROJECTS

SANTA'S RUN, Ann Arbor, Michigan

Nov 2020 - Dec 2020

- Designed and developed a browser game similar to *Jetpack Joyride* on a team of 4 people using JavaScript, HTML, CSS, jQuery, and React
- Implemented the splash screen and UI for the cookies and shop of powerup items

DOU SHOU QI, New York City, New York

June 2020 - Aug 2020

- Implemented architectural framework for a terminal game of Dou Shou Qi, or Jungle Chess, in C++
- Learned to continuously prompt users for input and read in input to continuously update moves in a board game
- Designed algorithms for the movement of each piece to ensure they follow the conventional rules of the game

LEADERSHIP

TECH FOR SOCIAL GOOD, Ann Arbor, Michigan

May 2021 – present

Vice President of External Relations

- Spread awareness of our club's mission and initiatives through connecting the club with organizations outside the University of Michigan
- Maintained and expanded our branding, such as the official website, Facebook, and Instagram
- Collaborated with the Content Team and emailed speakers for events

TECH FOR SOCIAL GOOD, Ann Arbor, Michigan

Aug 2020 - May 2021

Publicity Chair

- Designed and executed a plan of action to promote the club which increased student engagement by 15%
- Publicized the technological needs for non-profits in Ann Arbor and connected them to students who designed and implemented simple, sustainable, and maintainable technological systems for the organizations' utilization

SKILLS

Proficient: C++ / C / HTML / CSS / Vue

Competent: Python | Java | JavaScript | React | Adobe Photoshop

Basic: Kibana | Elasticsearch | MatLab