

Lulu Wang

<http://lulu-wang.github.io>
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EDUCATION

UC BERKELEY

BS IN COMPUTER SCIENCE

Expected May 2019 | Berkeley, CA

Art Practice Minor

Major GPA: 3.3

LINKS

Github:// [lulu-wang](#)

LinkedIn:// [luluwang25](#)

YouTube:// [aiishii](#)

DevPost: // [Lulu Wang](#)

COURSEWORK

UNDERGRADUATE

Functional Programming

Data Abstraction

Data Structures

Algorithms

Object Oriented Programming

Linear Algebra

Unix Tools and Scripting

SKILLS

LANGUAGES

Java • Python • Scheme • SQL

HTML • CSS • Javascript • C#

Swift • Objective-C

TOOLS

Adobe Creative Suite • XCode

IntelliJ • Unity • Sketch

EXPERIENCE

MYBEEBLE | UX/UI INTERN

June 2016 – Jan 2017 | Berkeley, CA

- Headed the redesign of the app's user interface, including layout and color scheme changes;
- Created workflow diagrams and oversaw navigation reconstruction;
- Conducted industry and competition research to optimize user experience.

SWIFTE | UX/UI DESIGNER

June 2017 – Sept 2017 | Berkeley, CA

- Conducted market and design research;
- Constructed wireframes and low-fidelity prototypes for UI makeover;
- Created color and text style guide for developmental use.

UC BERKELEY | CS61A ACADEMIC INTERN

May 2017 – Present | Berkeley, CA

- Provide tutoring assistance for students during office hours and labs;
- Aided course staff in organizing weekly teaching schedules.

LEADERSHIP

HACKERS @ BERKELEY | OFFICER

Sept 2016 – Present | Berkeley, CA

- Designed promotional banners for student workshops on OpenCV and iOS development.
- Coordinated with various companies to provide organization funding.

BERKELEY BUILDS DESIGNATHON | DIRECTOR

April 2017 | Berkeley, CA

- Brought together student organizations and nonprofit organizations to create technical solutions to real-world problems. Designed event logo, banners, and T-shirt.
- Helped raise \$1000 for the event through collaborating with student organizations.

PROJECTS

ROBOT FLAME WAR TreeHacks

An AI-based chatroom using Flask and Django. Personally responsible for researching and implementing web app using Socket.io.

MOCHI HOP

A web-based game built with Phaser framework and Javascript. Created sprites and game graphics, programmed in under a week.

AWARDS

2015	National	Rotary International Get to Know Art Contest Winner
2016	National	Euclid Mathematics Contest Top 25%