Nikki Woo

nikki.k.woo@gmail.com | (626) 922 2558 | www.linkedin.com/in/nikki-woo | https://nikkiwoo.github.io

EDUCATION

University of California, Los Angeles
Computer Science and Engineering, B.S.
Expected Graduation: June 2021
GPA: 3.93 / 4.00

HONORS

Regents Scholar
Tau Beta Pi
Eta Kappa Nu
Upsilon Pi Epsilon
ECE Fast Track

COURSEWORK

Current:
Computer Network Fundamentals
Formal Languages/Automata Theory
Past:
Operating System Principles
Algorithms and Complexity
Software Construction Lab
Discrete Structures
Digital Design
Data Structures and Algorithms
Computer Organization (assembly)
Logic & Design of Digital Systems

SKILLS

Languages:
Proficient: C, Python, C++, MATLAB
Familiar: HTML/CSS, C#, Arduino
Software:
Linux, Emacs, LaTeX, Unity, Solidworks, Adobe Illustrator, Adobe Photoshop, Excel
Hard Skills:
Soldering, Woodworking

OTHER INTERESTS

Dance (contemporary, hip hop, ballet)
Graphic Design

EXPERIENCE

AT&T Entertainment Group | *Python*
Intern June 2019 – Present
- Streamline power manipulation and functionality verification of Wifi router using GBIP, TCP IP, and serial communication.

Algorithmic Research in Information Flow Lab | *MATLAB*
Undergraduate Researcher June – August 2018
- Analyzed secure capacity of wireless data transmission using 1-2-1 networks.
- Implemented various schemes of choosing paths for optimal information transfer within 1-2-1 networks via MATLAB, factoring in presence of wiretapper and path relationships.
- Compiled research into visual aid that won "Best Poster" at the Summer Undergraduate Scholars Program 2018 Poster Symposium.

PROJECTS

UCLA Game Lab: The Plane Ride | *Unity, C#* January 2019 – June 2019
- Assemble and code a 2D pixel art long flight simulation survival game using the Unity software and C# scripts.
- Apply intended interactions between game objects to create working game inventory, scenes, and keyboard input-triggered animations.

Asepsis | *HTML/CSS, Adobe Illustrator* November 2018
- Designed and coded website that displayed real-time air quality indices at various UC campuses.

Maze-Solving Arduino Car | *Arduino, Soldering* March – June 2018
- Built a car capable of maneuvering walls and solving a maze on its own with a team of two others.
- Designed a PCB in EAGLE, programmed Arduino, and soldered components to produce a car system that could sense walls using IR transmitters and receivers and orient itself accordingly to read the end of a maze.

Chetyris | *C++* May 2018
- Coded a variation of the classic game *Tetris* that utilized various data structures, recursion, and inheritance.

LEADERSHIP

University of California, Los Angeles
Resident Assistant May 2018 – Present
- Facilitate positive social interactions between residents while promoting an environment of safety and belonging.
- Enforce University Housing rules while supervising the mental and physical health of other students.

Upsilon Pi Epsilon at University of California, Los Angeles
Tutoring Chair May 2019 – Present
- Host test review and project hack sessions for various introductory and upper division CS classes for UCLA undergraduates.
- Guide individual CS students through CS projects and test problems.