NIKKI WOO

nikki.k.woo@gmail.com | www.linkedin.com/in/nikki-woo | https://nikkiwoo.github.io

EDUCATION

University of California, Los Angeles   **Expected Graduation: June 2021**
B.S. Computer Science and Engineering   GPA: 3.93/4.00
Upsilon Pi Epsilon, Tau Beta Pi, Regents Scholarship, Rewriting the Code Fellow

Coursework: Database Systems, Machine Learning, Cryptography, Programming Languages, Operating System Principles, Algorithms and Complexity, Data Structures and Algorithms

University of California, Los Angeles   **Expected Graduation: June 2022**
M.S. Computer Science

EXPERIENCE

Two Sigma | *Python, SQL, Pandas*   **June 2020 – September 2020**
Software Engineering Intern
- Devised and programmed process to identify and report unwanted, previously undetected historical changes to data.
- Produced program to compile daily and quarterly change reports to provide data points on accuracy of data vendors.
- Facilitated communication with data analysts to envision and execute the design of the project.

AT&T | *Python*   **June 2019 – September 2019**
Software Engineering Intern
- Expedited functionality verification of residential gateways via Python script utilizing various APIS for inter-device communication.
- Pioneered GUI to showcase real time status updates and allow for flexibility of process via manipulation of test variables.
- Slashed person hours required for brownout testing from 24 hours to under one hour.

Algorithmic Research in Information Flow Lab | *MATLAB*   **June 2018 – August 2018**
Undergraduate Researcher
- Investigated secure capacity of wireless data transmission within 1-2-1 networks.
- Programmed and evaluated various transmission path schemes via MATLAB, factoring in presence of wiretapper and different path relationships.
- Authored research visual aid that won the Summer Undergraduate Scholars Program 2018 Poster Symposium's "Best Poster".

PROJECTS

Fly the Friendly Sky | *Unity, C#*   **January 2019 – June 2019**
- Formulated and built a 2D pixel art long flight simulation survival game using the Unity software and C# scripts as a Game Designer under the UCLA Game Lab.
- Engineered game object interactions to institute a working game inventory, various scenes, and input-triggered animations.

Binary Blaster | *Verilog*   **May 2019**
- Spearheaded a "Binary Blaster" game within a team of three that utilized Verilog modules and a Nexys3 FPGA board.
- Programmed the FPGA board to match switch patterns to randomly generated binary numbers in addition to maintaining a running point total and timer to periodically regenerate the number onscreen.

LEADERSHIP

Upsilon Pi Epsilon at University of California, Los Angeles   **May 2019 – Present**
Tutoring Chair
- Chair test review and project hack sessions for introductory and upper division computer science classes.
- Guide students through various computer science topics, homework, and projects.

University of California, Los Angeles Housing   **May 2018 – April 2020**
Resident Assistant
- Supervised and fostered a positive living environment promoting safety, community, and belonging in the dormitories.
- Mediated and resolved conflicts between students, counseled individual students, and facilitated various social and educational events.

SKILLS/INTERESTS

Skills: Python, C/C++, SQL, Pandas, OCaml, Unity, HTML/CSS, Javascript
Interests: Dance, Yoga, Baking, Plants vs. Zombies, Ender's Game, Donuts