

Nikki Woo

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EDUCATION

University of California, Los Angeles

Computer Science and Engineering,
B.S.
Expected Graduation: June 2021
GPA: 3.93 / 4.00

HONORS & AWARDS

Upsilon Pi Epsilon
Tau Beta Pi
Eta Kappa Nu
Rewriting the Code Fellow
Regents Scholar
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#

Software:

Linux, Emacs, LaTeX, Unity,
Solidworks, Adobe Illustrator, Adobe
Photoshop, Excel

Hard Skills:

Soldering, Woodworking

OTHER INTERESTS

Dance
Baking
Graphic Design

EXPERIENCE

AT&T Entertainment Group | Python

Software Engineering Intern

June 2019 – September 2019

- Streamline power manipulation and functionality verification of residential gateway via Python script using GPIB, TCP IP, and serial communication.
- Design interactive GUI to allow for variable parameters and equipment as well as clarity of progress during process.
- Reduced man hours required for brownout testing from 24 hours to under one hour.

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 IDEA Hacks Website Team | HTML/CSS, Javascript

July 2019

- Adapted design and backend logic of IDEA Hacks website registration and login page.

Fly the Friendly Sky | Unity, C#

January 2019 – June 2019

- Assembled and designed 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.

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 over 90 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 projects and test problems.