

NIKKI WOO

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EXPERIENCE

Two Sigma

June 2020 – Present

Software Engineering Intern

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".

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

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, a Nexys3 FPGA board, and a monitor.
- 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, OCaml, Unity, HTML/CSS, Javascript

Interests: Dance, Yoga, Baking, Plants vs. Zombies, Ender's Game, Donuts