

NIKKI WOO

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EDUCATION

University of California, Los Angeles
M.S. Computer Science

Expected Graduation: June 2022

University of California, Los Angeles
B.S. Computer Science and Engineering

September 2017 - June 2021

GPA: 3.94/4.00

Summa Cum Laude, Upsilon Pi Epsilon, Tau Beta Pi, Regents Scholarship, Rewriting the Code Fellow

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

EXPERIENCE

Two Sigma | *Java, Pandas, Pyspark*
Software Engineering Intern

June 2021 – August 2021

- Streamlined development of NBBO consolidation tactics and assembled infrastructure to evaluate performance of said tactics.
- Overhauled inefficiencies within existing consolidation tactic by analyzing market data scenarios at times of poor performance.
- Derived techniques to improve existing tactic performance by 9%.

Two Sigma | *Python, SQL, Pandas*
Software Engineering Intern

June 2020 – September 2020

- Devised and programmed novel full stack tool to identify and report unwanted, previously undetected historical changes to data.
- Diagnosed ideal use cases and design of program by surveying and liaising with modelers, data analysts, and engineers.
- Streamlined process to regularly pull from data and create user-friendly change reports to gauge accuracy of data vendors.

AT&T | *Python*

June 2019 – September 2019

Software Engineering Intern

- Expedited functionality verification of residential gateways by 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, 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.
- Engineered game object interactions to institute a working game inventory, various scenes, and input-triggered animations.

LEADERSHIP

Upsilon Pi Epsilon at University of California, Los Angeles

May 2019 – Present

Tutoring Chair

- Lead 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 for over 100 students.

SKILLS/INTERESTS

Skills: Python, C/C++, SQL, Pandas, HTML/CSS

Interests: Dance, Yoga, Baking, Donuts