

Erika Sy

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EDUCATION

University of Wisconsin, Madison - <i>Bachelor of Science, Computer Science</i>	Sep. 2024 - May 2026
Coursework - Introduction to Artificial Intelligence, Introduction to Computer Engineering	
University of Illinois, Chicago - <i>Bachelor of Science, Computer Science</i>	Aug. 2022 - May 2024
Coursework - Software Design, Machine Organization, Data Structures, Programming Practicum, Discrete Math, Calc 3, Stats 1, Physics 1	

SKILLS

Languages: C++, C, Python, Java, HTML, CSS, R
Frameworks & Libraries: MediaPipe, Unreal Engine, Pandas
Tools: Codesys, Miniconda, Pycharm, SolidWorks, Postman, PowerBi, Figma

EXPERIENCE

AbbVie - <i>Business Technology Solutions Intern</i>	May. 2024 - Present
<ul style="list-style-type: none">Identify and implement automation opportunities within the ServiceNow platform to enhance efficiency and reduce operational costs.Led 7 employee workshops, utilized Spreadsheets to document 12 processes, and used Visio to map out 5 of those processes.Assisted in rebranding the AI landing page, contributing to a more user-friendly interface that improves the customer experience.Conducted 3 batches of smoke testing using Postman and contributed to the prompt engineering library.	
University of Illinois, Chicago - <i>Research Assistant</i>	Feb. 2024 - May 2024
<ul style="list-style-type: none">Contributed to a project to develop a digital twin for managing nuclear waste, utilizing technologies such as Codesys and Unreal Engine.Enhanced the project's efficiency by optimizing the existing simulation code and improving the real-time TCP/IP communication between the physical crane operations and their digital twin representation.Examined performance bottlenecks and executes strategic code optimizations to improve the system's efficiency and safety protocol.	
University of Illinois, Chicago - <i>Early Research Scholar</i>	Aug. 2023 - May 2024
<ul style="list-style-type: none">Engaged in a forward-looking project to design a whiteboard application using MediaPipe, OpenCV, MiniConda, and Pycharm. The application uses hand gesture recognition via camera, allowing users to intuitively control and interact with a digital whiteboard.Participated in solution-oriented team discussions and mentor-led reviews to enhance the application's functionality and user experience.Presented research findings and demonstrated the application's capabilities in a comprehensive poster session.	
KPMG - <i>Seasonal Advisory Intern</i>	May 2023 - May 2023
<ul style="list-style-type: none">Investigated innovative technological solutions to help the firm achieve a net-zero carbon footprint by 2030.Leveraged PowerBi, PowerPoint, and Excel to create visually compelling presentations and reports, enhancing stakeholder engagement.Wireframe an app using Figma that incentivizes sustainable travel choices by rewarding employees with redeemable points for prizes.	

PERSONAL PROJECTS

Space Invaders <i>Python</i>	Dec. 2022 - Dec. 2022
<ul style="list-style-type: none">Developed a Space Invaders clone that utilizes Python and Turtle graphics to recreate the arcade game with progressive difficulty levels.Incorporated a high scoreboard feature to track player achievements, encouraging competition and motivating continuous playability.Designed user interface with introductory and "you lose" screens to enhance the gaming experience.	
Harry Potter Sorting Hat <i>Python</i>	Jul. 2022 - Aug. 2022
<ul style="list-style-type: none">Built an interactive game to simulate the Sorting Hat's house selection process based on their responses to questions.Developed and implemented an algorithm that analyzes and weighs user responses to determine the most suitable house placement.	

EXTRACURRICULAR

Latinx Organization for Growth in Computing and Academics - <i>Community & Outreach Chair</i>	Jul. 2023 - May 2024
<ul style="list-style-type: none">Created and managed all event-related forms, from initial registration to feedback collection, streamlining the administrative process.Responsible for rebranding the organization's merchandise to align with trends and member preferences.Managed the organization's email, event room booking communications, and external organization relationships.	
Women in Computer Science - <i>Newsletter Chair</i>	May 2023 - May 2024
<ul style="list-style-type: none">Crafted 10 bi-weekly newsletters to inform WiCS Members about upcoming programs, workshops, and initiatives to increase engagement.Collaborated in bi-weekly meetings, bringing innovative event ideas to cultivate a sense of community.Provided support in orchestrating WiCS events and fundraisers during the setup and cleanup.	
SparksHacks - <i>Organizer</i>	Sep. 2023 - Feb. 2024
<ul style="list-style-type: none">Orchestrated a student-run hackathon that had 300 participants collaborate, innovate, and compete over 2 days and a series of 4 prompts.Coordinated with judges on the hackathon's objectives, criteria for evaluation, and the support needed to carry out their roles effectively.Co-led a Mario Kart tournament with 25 participants, designed to foster community engagement and provide a fun break.Analyzed feedback, identified areas of improvement, and implemented strategies to strengthen future events.	

AWARDS

Code Your Dreams Ideathon - <i>Participant</i>	Apr. 2023
<ul style="list-style-type: none">A Hack for Accessibility event with Google Chicago and Deaf Kids Code aimed at making technology more accessible and inclusive.Developed a wireframe for a website that features a dynamic calendar that employs web-based search functionality to automatically curate and display relevant STEM events, fostering greater engagement and opportunities for underrepresented groups.Awarded the Best Community Outreach Award for the application.	