Erika Sy

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EDUCATION

University of Wisconsin, Madison - ***Bachelor of Science, Computer Science*** Aug. 2024 - May 2026

Coursework - Introduction to Artificial Intelligence, Introduction to Computer Engineering

University of Illinois, Chicago - ***Bachelor of Engineering, Computer Science*** 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 - ***Business Technology Solutions Intern*** May. 2024 - Aug. 2024

- Tasked to identify and implement automation opportunities within the ServiceNow platform to enhance efficiency and reduce operational costs.
- Conducted employee interviews and utilized **Spreadsheets** and **Visio** to gather and organize data.
- Assisted in rebranding the AI landing page, contributing to a more user-friendly and visually appealing interface.
- Conducted smoke testing using **Postman** and contributed to the prompt engineering library.

University of Illinois, Chicago - ***Research Assistant*** Feb. 2024 - May 2024

- Involved in a research project to develop a digital twin for managing nuclear waste, utilizing technologies such as **Codesys** and **Unreal Engine**.
- Tasked with enhancing 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.
- Identifying performance bottlenecks and executing strategic code optimizations to elevate the system's operational efficiency and safety protocol

University of Illinois, Chicago - ***Early Research Scholar*** Aug. 2023 - May 2024

- 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 control and interact with a digital whiteboard intuitively.
- Regularly engaged in solution-oriented team discussions and mentor-led reviews to enhance the application's functionality and user experience.
- Presented the research findings and demonstrated the application's capabilities at the program's conclusion in a comprehensive poster session.

KPMG - ***Seasonal Advisory Intern*** May 2023 - May 2023

- Tasked with finding innovative technological solutions to help the firm achieve a net-zero carbon footprint by 2030.
- Used **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 | *Python* Dec. 2022 - Dec. 2022

- 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 | *Python* Jul. 2022 - Aug. 2022

- Created an interactive **game** to simulate the Sorting Hat's house selection process based on their responses to a series of questions.
- Developed and implemented an algorithm that analyzes and weighs user responses to determine the most suitable Hogwarts house placement.

EXTRACURRICULAR

Latinx Organization for Growth in Computing and Academics - ***Community Coordinator & Outreach Chair*** Jul. 2023 - May 2024

- Created and managed all event-related forms, from initial registration to feedback collection, streamlining the administrative process.
- Currently updating and revitalizing the organization's merchandise, aligning it with current trends and member preferences.
- Monitored the organization's email, managing communications related to event room bookings and connections with external organizations.

Women in Computer Science - ***Newsletter Chair*** *May 2023* - May 2024

- Crafted and distributed bi-weekly newsletters for WiCS members about the organization's latest programs, workshops, and initiatives.
- Actively engaged in bi-weekly meetings, bringing forth innovative ideas for events, such as an Easter Egg hunt and an Escape Room.
- Provided support in orchestrating WiCS events and fundraisers during the setup and cleanup.

SparksHacks - ***Organizer*** Sep. 2023 - Feb. 2024

- Engaged as an organizer for a student-run **hackathon** that had 300 participants collaborate, innovate, and compete over a series of challenges.
- Coordinated with judges on the hackathon's objectives, criteria for evaluation, and the support needed to carry out their roles effectively.
- **Co-lead** a Mario Kart tournament during the hackathon, designed to foster community engagement and provide participants with a fun break.
- Engaged in post-event activities by analyzing feedback, identifying areas for improvement, and implementing strategies to enhance future events.

AWARDS

Code Your Dreams Ideathon - ***Participant*** Apr. 2023

- A Hack for Accessibility event, in collaboration 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.