Olivia Du

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EDUCATION

University of Southern California (USC), Viterbi School of Engineering & Marshall School of Business Los Angeles, CA
Bachelor of Science: Computer Science/Business Administration Expected 2024
GPA: 3.98

Activities & Societies: Thematic Option Honors Program, Engineers Without Borders, Association of Computing Machinery, Alpha Omega Epsilon Sorority, Oriana Choir, USC Badminton Team
Honors & Awards: Presidential Scholar (2020-...), Dean's List (F2020, S2021, F2021)

RELEVANT COURSEWORK

Software Engineering - software development tools and practices.
- Test driven development, object oriented design, agile method, projects in Android Studio.
- Group project (USCDoorDrink): Android app to search, browse, and order drinks through merchant and customer accounts.

Intro to Algorithms and Theory of Computing - rigorous proofs.
- Greedy algorithms, dynamic programming, divide and conquer, max flow/min cut, NP completeness.

Principles of Software Development - OOP, concurrent computing, networking, databases, servlets in Java.
- Final group project (SwapLists): web app to collaborate on lists in real time (built with React, Java, and SQL).

Data Structures and Object Oriented Design - linear structures, search structures, and graphs in C++
- Example projects: sparse matrix with linked lists, simplified microblog site (parsing, searching, and displaying "tweets"), implementing an m-ary heap, BST, AVL tree, and hash table with quadratic probing.

Other courses: Linear Algebra, Probability Theory, Organizational Behavior and Leadership, Business Communication

SKILLS

Languages: *Proficient:* C++, Java, *Working knowledge:* Python, *Learning:* HTML, CSS, SQL, React
Tools: VSCode (IDE), Android Studio (IDE), gdb (debugging), Valgrind (memory profiling), git (source code management)
Soft Skills: Empathy, Organization, Active Listening, Critical Thinking, Team Management, Adaptability

EXPERIENCE

USC Viterbi School of Engineering **Los Angeles, CA**
Course Producer(Undergraduate TA) —CSCI 104: Data Structures and Object Oriented Design January 2022–Present
- Lab instructor: headed lab section (~35 students) to teach students new concepts and tools.
- Held office hours to individually assist students.
- Assisted in grading assignments and assessments and providing feedback between students and the professor.

Course Producer—CSCI 102: Fundamentals of Computation August 2021–December 2021

CS@SC **(Virtual) Los Angeles, CA**
Teaching Assistant Summer 2021
- Lead a group of 6 to 8 students (grades K-12) through computer science summer camp curriculum and activities.
- Empowered and encouraged youth, especially underrepresented youth, to gain practical experience with the CS field.

INVOLVEMENT

USC Association of Computing Machinery **Los Angeles, CA**
Social Media Coordinator February 2022–Present
- Branded USC ACM through media accounts including Facebook and Instagram.
- Promoted virtual and in-person community events.

USC Engineers Without Borders **Los Angeles, CA**
Malawi Sanitation Project Team—Research Committee Head September 2020–Present
- Lead a committee of 7 students.
- Researched latrine options to present to the community.

Personal Interests: Reading, Painting, Drawing, Photography, Learning Ukulele