

OLIVIA SUJI LEE

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EXPERIENCE

Let's Eat, UI/UX Design Intern

- Apply market research to design and create the user interface by curating hi-fidelity prototypes through Sketch.
- Develop and run user tests to gain key insights and feedback to guide the design and innovation process.

Feb 2019 – Present | Berkeley, CA

Cod.Ed Academy, Coding Instructor

- Introduced the foundations of building an API to primary school students using AWS and fundamental JavaScript.
- Engaged students with daily coding activities to develop and refine their problem-solving skills and debugging tactics.

May 2018 – July 2018 | Fullerton, CA

UC Berkeley: Committee on Student Fees, Budget Analyst

- Represent the Chancellor's Advisory Committee during budget and fund proposal discussions to ensure proper allocation.
- Analyze and monitor the allocation of \$37 million Student Service Fee fund distributed across campus organizations and programs

Sept 2018 – Present | Berkeley, CA

ACTIVITIES

UC Berkeley CS 61B, Academic Intern

- Provide digestible explanations about various data structures, a brief overview of algorithms, and their applications using Java.
- Support use of IntelliJ IDE for debugging and programming.

Aug 2018 – Present | Berkeley, CA

Pi Sigma Epsilon—Zeta Chi Chapter, Director of Technology and Web Development

- Develop a strategic web infrastructure for Chapter and ZC Consulting website; renovate and update online content.
- Use data analytics to track site visits; optimizing and pushing popular content (e.g. recruitment material, chapter information).

Nov 2018 – Present | Berkeley, CA

EDUCATION

University of California, Berkeley

B.A. Computer Science

Data Science Minor

2017- 2021

Relevant Coursework

Data Structures, Information Devices and Systems, Product Development, Human Centered Design, Web Design

PROJECTS

Food for Thought

A high-fidelity prototype of an iOS app educating young adults and millennials about healthier food and life habits. Made using Figma and Adobe XD

Fun with Graphs

A graph package that facilitates manipulation of graphs for two clients. Low-level recreation of Make and a trip finder (similar to Google Maps and Waze) utilizing A* search.

Amazons

An interactive board game that implements an AI player (optimizing runtime with data structures and a heuristic); accessible through personalized GUI.

Based on El Juego de las Amazonas.

SKILLS

Programming

Java, Python, HTML/CSS, SQL

Design

Adobe CC (XD, Illustrator, Photoshop, InDesign, Lightroom), Sketch, Figma

Interests

Graphic design, UI/UX, Pinterest, Yelp Elite, Settlers of Catan