OLIVIA WRIGHT
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EDUCATION

The University of Houston	B.S. in Computer Science Minor: Business Administration Overall GPA: 3.46	Expected December 2025
The University of Texas at Austin	Major: Undergraduate Studies	August 2021 – May 2022

SKILLS

Programming: Python, C++, JavaScript, HTML, CSS
Tools/Frameworks: R/RStudio, Excel, Microsoft Office, GitHub, Node.js

WORK EXPERIENCE

University of Houston, Research Assistant — October 2024 – Current
- Conduct research over educational performance with Data Analysis and Intelligent Systems (DAIS).
- Led research paper reviews to design meaningful surveys for relevant data collection.
- Acted as the primary intermediary for communications between 3 fellow research members and supervising professor, ensuring alignment with goal objectives.

Club Pilates Richmond, Sales Associate — July 2022 – June 2023
- Successfully sold over 8 memberships a week, demonstrating strong persuasive and communication skills to meet and exceed sales targets as a top performer.
- Regularly communicated with management to share customer feedback and statistical data, contributing actionable insights that help drive sales and revenue.
- Maintained comprehensive records of members and prospects, streamlined communication and personalized service.

PROJECT EXPERIENCE

Goob Fitness, JavaScript — March 2025 – March 2025
- Developed the backend for a fitness website during a hackathon, utilizing Node.js for server-side operations.
- Collaborated with team members via GitHub for real-time code integration and version control.
- Engineered functions to generate personalized workout plans and filter exercises based on experience level, target muscles, and available equipment.
- Designed a database to store user information and track their progress, allowing for updates and enhanced user engagement through visual metrics with pie charts and other graphs.

International Space Station Tracker, Python — January 2025– May 2025
- Developed an ISS tracker using Python with a public API to retrieve real-time data on the International Space Station's position and crew.
- Converted UNIX timestamps into Central Time format and transformed geographic coordinates to specific locations and states.
- Applied filtering algorithms to list only astronauts currently on ISS and sorted names in order.
- Integrated tests for each individual function, ensuring robust functions and minimal errors.

Tamagotchi Pet Game, C++ — August 2023 – December 2023
- Utilized and derived and inherited classes to implement diverse pet types with unique interactions.
- Implemented robust functions to clamp and manage pet statistics, ensuring a dynamic and engaging gaming experience.
- Produced 11 pages of documentation by creating pseudo code, reports, 10 use cases, and 2 graphical representations illustrating the class hierarchies and relationships, reducing the time it takes to understand the system.

ACTIVITIES

IEEE-NSM, President — February 2025 – Present
- Launched a strategic initiative to increase membership, achieving an over 100% increase through targeted engagement tactics.
- Led conflict resolution and team building, cultivating a synergized and inclusive environment.
- Managed the chapter's scheduling and event planning, ensuring high attendance rates at events.

Reboot Mentorship, Mentor — February 2025 – Present
- Created a supportive educational environment that encouraged questions and collaborative problem-solving with mentee.
- Supported mentees in setting realistic goals and action plans, resulting in increased academic performance and personal growth.

HONORS

Dean's List – Fall 2023, Spring 2024, Fall 2024