

Lily Ou

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EDUCATION

University of California - Santa Barbara

Expected Graduation: June 2022

Bachelor of Science: Computer Science

GPA: 3.95

Regents Scholar | Promise Scholar | College of Engineering Honors | Dean's Honors List

Relevant Courses: Data Structures and Algorithms, Advanced Application Programming, Automata and Formal Languages, Introduction to Computational Science

SKILLS

Languages: Java, C++, Python, HTML/CSS, Javascript

Tools: React, Next.js, Git, Google App Engine, Firebase, Unity

EXPERIENCE

NLP Undergraduate Researcher | UCSB | Santa Barbara, CA

Sep 2019-present

- Research under Professor William Wang, director of UCSB NLP Group, with a team of 4 students
- Analyzed and evaluated the performance disparity of state-of-the-art text classifiers across 8 languages
- Examined the bias of GPT-2 text generation against AAVE features

Intro to Game Design Teaching Assistant | Mission Bit | San Francisco, CA

Jun 2019-Jul 2019

- Taught a group of 25 diverse and underrepresented high school students to build games using Unity software
- Supported students in developing basic coding skills in C# and creating a game to display at Mission Bit's Demo Day

Undergraduate Tutor | UCSB | Santa Barbara, CA

Apr 2019-Jun 2019

- Assisted students with programming assignments and taught them debugging skills
- Held study sessions and prepared practice problems to help students understand challenging topics and prepare for exams

PROJECTS

GetchaNotes - Google Software Product Sprint

Jun 2020-Aug 2020

- Collaborated with a team of peers in a distributed environment to design and implement an online tool for converting images of physical notes to digital, downloadable documents.
- Built using dox4j library and Bootstrap CSS, and by leveraging various Google Cloud Platform APIs including App Engine, Vision API, Language API, and Datastore
- Exercised industry best practices such as documentation, conducting code reviews, and contributing to open-source software

MusicQ - Class Project

Apr 2020-Jun 2020

- Used Next.js, MongoDB, Spotify Web API, and Spotify Web Playback SDK to create an online platform for users to queue songs in a virtual room and play them based on a real-time voting/ranking system.
- Managed workflow in an Agile environment using Github project board and practiced test-driven development using Cypress

GoalGetEm! - Womxn Hacks

Jan 2020

- Used React.js, Firebase Authentication, and Firebase Realtime Database to build a web app that helps users keep themselves accountable by connecting them with strangers who are pursuing similar goals

Grumble - SB Hacks

Jan 2019

- Used Python, Javascript, HTML, CSS and Google App Engine to create a web app that helps groups of friends decide where to eat by creating a private poll

ROFL (Roommates on Fantastic Levels) - Google Computer Science Summer Institute

Aug 2018-Sep 2018

- Used Java, Javascript, HTML, CSS, Google App Engine and Google's Users API to build a roommate matching web app that allows college students to find compatible roommates by filtering based on preferences

ACTIVITIES

UCSB Society of Women Engineers - Secretary/Webmaster

Sep 2018-present

- Promote events and engage with the student body through Facebook, Instagram, and our website
- Made arrangements for our largest fundraiser of the year, attended by 15 companies and 100+ students