

# 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*

- 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
- Research under Professor William Wang, director of UCSB NLP Group

### **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*

- Designed and implemented an online tool for converting images of physical notes to digital, downloadable documents using dox4j library, Bootstrap CSS, and various Google Cloud Platform APIs including App Engine, Vision API, Language API, and Datastore
- Worked in a distributed environment and 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