

# PRISCILLA LEE

 [priscilla.lee@wellesley.edu](mailto:priscilla.lee@wellesley.edu)  
 [cs.wellesley.edu/~plee3](http://cs.wellesley.edu/~plee3)  
 (714) 797-7528

## EDUCATION

### WELLESLEY COLLEGE expected 2018

B.A. Computer Science, GPA 4.0.

Relevant coursework includes multivariable calculus, data structures, web mashups, logic, computer music, tangible user interfaces, combinatorics & graph theory, and natural language processing.

### OXFORD ACADEMY 2008-14

California Distinguished High School, GPA 4.0. 12 years violin, 6 years guitar, 4 years symphony orchestra (2012 Carnegie Hall performance), 3 years foil fencer (2012 USFA Nationals), 3 years varsity track & field athlete (girls field MVP).

## SKILLS

Java	●●●●●	Git/Hg	●●●●●
Javascript	●●●●●	Dart	●●●●●
HTML/CSS	●●●●●	MeteorJS	●●●●●

## ACTIVITIES

### VARSITY TRACK & FIELD 2011-present

High jumper, long jumper, 200m, 100m, and 4 x 100m relay sprinter on Wellesley College's varsity track & field team.

### ROBOGALS TRAINING MANAGER 2015-16

Developed workshops to introduce young girls to computer science and STEM subjects, trained and managed volunteers.

## ACADEMIC HONORS

### AP SCHOLAR WITH DISTINCTION 2014

Score of 5 on nine exams: Computer Science, Calculus BC, Statistics, Chemistry, Psychology, English Language, English Literature, US History, Government & Politics.

## WORK

### GOOGLE ENGINEERING PRACTICUM Summer 2016

*Advertising: SearchAds – DART team, Seattle office, 12 weeks*

Implemented and open sourced chrome extension to debug Dart applications. Refactored the Dart compiler to run in the browser instead of the server. Features included evaluate arbitrary Dart expressions, custom object formatters for Dart objects, and a Dart specific console.

### SUPPLEMENTAL INSTRUCTION LEADER 2015-16

*CS 230 Data Structures, Wellesley College PLTC*

Prepared handouts and worksheets, conducted two 1-hour sessions per week to review and practice course material, held office hours to answer students' questions.

### STUDENT RESEARCHER Summer 2015

*University of Houston CS REU Program, 10 weeks*

Worked with Dr. Ernst Leiss on improving digital watermarking verification algorithms. First author of paper published in the International Journal of Engineering and Technology (IJET).

### TUTOR & GRADER & LAB ASSISTANT Spring 2015

*CS 230 Data Structures, Wellesley College CS Department*

Answered students' questions during drop-in hours, assisted instructor during lab, graded problem sets.

## PROJECTS

### MUSME, *Arduino* Spring 2016

A musical body suit (tangible user interface) for kids. Invited to present a demo at the Tangible Embedded and Embodied Interaction '16 conference in the Netherlands. Co-authored extended abstract published in proceedings.

### TETRIS, *Javascript, HTML Canvas* Summer 2015

A purely fun side project to implement the classic Tetris arcade game. Includes the "hold" feature, ghost pieces, customized grid sizes, Tetromino rotation and random generation.

### PATH FINDER, *Java* Fall 2014

A grid-maze game in which a player must visit target destinations in the fewest number of steps possible. Incorporates graph algorithms, stacks, and recursion. Supports completely randomized levels and customizable levels.