

PRISCILLA LEE

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EDUCATION

WELLESLEY COLLEGE expected 2018

Major: Computer Science | GPA 4.0.

Honors: Phi Beta Kappa

Relevant coursework includes:

- **CS:** data structures, algorithms, programming languages, machine organization, tangible user interfaces, natural language processing, web development
- **Math:** multivariable calculus, linear algebra, combinatorics & graph theory
- **Other:** linguistics, logic, computer music
- *Fall 2017: computer graphics*

MASS. INSTITUTE OF TECHNOLOGY Fall 2017 *Operating system engineering*

MIDDLEBURY IN HANGZHOU Fall 2016 Intensive language immersion program in China.

SKILLS

Java	●●●●●	Linux	●●●●●
Python	●●●●●	Git/Mercurial	●●●●●
Javascript	●●●●●	HTML/CSS	●●●●●
Dart	●●●●●	Bootstrap	●●●●●
Typescript	●●●●●	Angular2	●●●●●
C	●●●●●	jQuery	●●●●●

ACTIVITIES

VARSITY TRACK & FIELD 2014-present

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

ROBOGALS TRAINING MANAGER 2015-17

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

AWARDS & 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 SOFTWARE ENGINEERING INTERN Summer 2017 *Domains Registrar Search team, Seattle office, 12 weeks*

Designed and implemented a scorer to measure the pronounceability of suggested domain names by writing a Flume pipeline to train a language model, to improve the Google Domains search experience and help users make confident purchases.

SUPPLEMENTAL INSTRUCTION LEADER 2015-present *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.

GOOGLE ENGINEERING PRACTICUM INTERN 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.

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

TETRIS, *Typescript, HTML Canvas, Bootstrap* Summer 2017

A purely fun side project to implement the classic Tetris arcade game. Originally in Javascript, but ported to Typescript for better OOP and type support. ([link](#))

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.

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.