

Rachael Wei

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EDUCATION

University of Illinois at Urbana-Champaign (UIUC)

Bachelor of Science in Computer Science

Dec 2023

GPA: 3.92/4.0

Relevant Coursework:

Distributed Systems	Intro to Algorithms & Models of Computation	Computational Photography	Database Systems
Data Structures	Programming Languages and Compilers	Applied Parallel Programming	Machine Learning

TECHNICAL STRENGTHS

Languages: C++, C, C#, Python, Java, Go, Swift, SwiftUI, Typescript, Bash

Libraries/Frameworks: Git, Pytorch, React, React Native, Node.js, MongoDB, SQL, Kubernetes, Figma

WORK EXPERIENCE

MongoDB Software Engineering Intern

June 2022 – Aug 2022, June 2023 – Aug 2023

- Developed a full-stack failure-resolution suggestion system using Python and Typescript that utilizes multiple cronjobs to cluster build failures, improving error analysis efficiency
- Built a microservice deployed on Kubernetes to generate build failure metrics in the Decision Automation Group team
- Managed project lifecycles, from composing technical design documents to executing project milestones

Computer Vision Group Undergraduate Research Assistant

Sept 2022 – Present

- Developing a Dynamic Neural Radiance Field (DNeRF) Swift application under Professor Derek Hoiem and Jae Lee that uses LiDAR data and images to reconstruct interactive 4D videos from a limited number of static frames
- Conducted and reproduced literature review on NeRF and Dynamic View Synthesis techniques including DNeRF

CS124 Honors Course Lead

Jan 2022 – Jan 2023

- Led operations for an intro class of 100+ and coordinated with 50+ staff members to supervise 30+ project groups
- Oversaw multiple projects, including a SwiftUI travel itinerary notebook and a Pytorch business success predictor
- Designed and delivered online lectures on topics including Git, Bash, frontend, and backend

Carnegie Mellon HCI Institute Research Intern

June 2021 – June 2022

- Coded and tested agent serialization in Python to cut retraining time to zero in AL, an intelligent tutoring software
- Optimized AL's learning by implementing a text-to-math expression parser using Spacy and Python
- Implemented interactive graph visualization of AL's real-time brain using React and D3

PROJECT HIGHLIGHTS

ARPaint: Augmented Reality iOS App

- Led the development of an Augmented Reality app using Swift that allows users to draw images in a 3D environment by tracing their fingers midair using Apple's ARKit and SceneKit
- Tracked users' fingers with Apple's Vision framework and determined drawing location using plane detection

Muxi: Spotify-Integrated Social Media App with Recommendation Engine

- Utilized the MERN (MongoDB, Express, React, Node) stack to develop a social media platform that enables users to connect with other Spotify users and provide ratings on their favorite songs
- Incorporated an ML song recommendation and enjoyability prediction engine using Pytorch's MiniBatchKMeans

EXTRACURRICULAR ACTIVITIES

CS Student Ambassador/Research Scholar (CS STARS)

Sept 2021 – Dec 2023

- Worked with the CS department as a departmental leader to recruit and empower undergraduate women to CS
- Planned outreach initiatives for local elementary schools to enhance CS education accessibility

Parasol Lab Undergraduate Research Assistant

Jan 2022 – June 2022

- Refactored and documented C++ code for an open-source robot task and motion-planning software
- Wrote test cases for the Gaussian Sampler class to check for boundary edge cases

Disruption Lab iMedia Innovation Engineer

Jan 2022 – June 2022

- Built backend API functions in C# to efficiently parse search results and fetch filter options in a video-uploading service
- Replaced hardcoded instances in the frontend with dynamic data using Redux and React

CS126 (Software Design Studio)/ CS225 (Data Structures) Course Assistant

Jan 2021 – Sept 2021

- Ran weekly code reviews to go over student code in a group setting to help them write readable and modular code
- Hosted office and lab hours to answer questions about course projects and assignments in C++ and Java