

RACHEL HU

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EDUCATION

University of California, Berkeley

Bachelors in Computer Science (Expected Graduation: May 2026)

Current GPA: 3.95/4.00

Berkeley, CA

- Relevant Coursework: Data Structures and Algorithms, Structure and Interpretation of Computer Programs, Linear Algebra

Stanford University Online High School

Unweighted GPA: 3.96/4.0

- Relevant Coursework: Multivariable Differential and Integral Calculus, Advanced Topics in Microeconomics

Stanford, CA

PROFESSIONAL EXPERIENCE

Google

May 2023 – August 2023

STEP Intern

Sunnyvale, CA

- Implement swipe on a message to quote-in-reply/edit feature in Google Chat iOS to streamline and optimize core user interactions
- Launched feature internally (Dogfood) through receiving QA and Feature Development approval; primed for production release
- Wrote **1400+ lines of Objective-C and Swift code**, showcasing proficiency in new programming languages and practices
- Worked independently to lead project end-to-end: wrote 14-paged design document, developed three project prototypes, led several code design reviews with senior engineers, proposed UI/UX adjustments, cross-functional collaboration with Android engineers, wrote 15 total unit and integration (Fake Server E2E) tests, and spearheaded the feature launch (Longball) process

ManageBetter Corp.

October 2022 – May 2023

Product Management Intern

Seattle, WA

- Conducted **20+ Microsoft Clarity recording analytics reports** and 15+ user interviews with top technology and finance managers; presented customer pain points and solutions to CEO and Lead Product Manager to integrate into product roadmap
- Created **3,500+ BSON documents in MongoDB** in product database to improve software functionality for clients

Trill Project Inc.

October 2020 – October 2021

Product Research and Development Associate

Los Angeles, CA

- Increased userbase to **95,000+ users** in **40+ countries** through A/B testing marketing email campaigns, designing app advertisements garnering 4,000+ views, and onboarding app ambassadors (analyzed through **Mixpanel** traffic analytics)
- Developed **6+ paged Technical Product Specifications** for new app features to be adopted by iOS engineering team (features including push notifications, group chat messaging, filtering, etc.); specifications created by conducting user interviews and testing
- Secured key partnerships for advertising and white-labeling of software with Aura Health and Steady MD by pitching Trill Project (\$1M+ startup); designed business pitch decks and in-app advertisements in Figma for Trill's potential clients

COMMUNITY LEADERSHIP

Chinese Youth Golf Foundation

May 2018 – Present

Founder, President, Website Developer

Detroit, MI

- Fundraised and managed **\$14,550+** toward accelerating equal opportunity in golf through community and golf events
- Spearheaded/lead-instructed **6+ golf programs** (impacting 60+ youth) through forging key partnerships with local golf courses
- Developed and designed chineseyouthgolffoundation.com: used **HTML/CSS** for frontend features such as interactive flip cards and videos/photo galleries, used **Javascript** to create button that generates randomized golf tips, and set up webserver by configuring the website backend, setting up HTTPS encryption, and wiring the frontend to serve data to clients

IT Club at Berkeley

August 2022 – Present

Co-Founder, VP of Finance and Marketing

Berkeley, CA

- **Refurbished and donated 150+ computers** to under-resourced students; created 10-paged budget development plan and corporate sponsors/partners portfolio to further nonprofit's mission of providing accessible technology and IT services to all

TECHNICAL EXPERIENCE/PROJECTS

Comet Classifier (UC Berkeley) | *Python, React.js*

September 2023 – November 2023

- Developed machine learning classifier with team of 5 to detect comets using **Linear SVM** and Jupyter Notebook ([Github Link](#))
- Used SVD for feature extraction of comets based on the sigma values in order to find most significant features from image data
- Utilized SVM for precision classification, achieving 0.98 test accuracy. Enhanced insights with 3D matplotlib visualizations.
- Used React.js and Flask-based backend to create website featuring classifier's ability to identify comets based on selected features

Interactive World Game (UC Berkeley) | *Java*

November 2023 – December 2023

- Developed engine capable of randomly generating unique, explorable worlds based on user input seeds ([Github link upon request](#))
- Integrated **Kruskal's algorithm** and various data structures to effectively manage room and hallway connectivity.
- Engineered real-time interaction capabilities and lighting systems to enhance in-game navigation and elevate visual effects.
- Implemented a robust save and load game feature, enabling players to save their progress and revisit their unique game worlds.

rachelhu.github.io (Personal Website) | *React.js*

December 2023 – Present

- Used React.js to create comprehensive personal website from scratch; optimized the site for desktop and mobile ([Github Link](#))
- Used Figma to develop a responsive, user-centric design that emphasizes ease of navigation and aesthetic appeal

RecipeThyme (2021 Technovation Challenge) | *Swift*

October 2020 – March 2021

- Used **SwiftUI** to design mobile application with 3 team members to help low-income families find healthy recipes ([Github Link](#))
- Used **Firestore database integration** to save users' information, Swift's Form structure and picker/toggle elements to code "Recipe Builder" function, and a **JSON database** of recipes to display recipe names in a user-friendly list

SKILLS & INTERESTS

- Technical Skills: Objective-C, Swift, React, HTML/CSS/Javascript, Java, Python, SQL, MongoDB
- Interests: Competitive Golf, Skateboarding, Roller Coasters, Video Editing, Philosophical Writing, Youth Activism