

ROSIE SUN

Carnegie Mellon University
School of Computer Science

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+ EDUCATION

- May 2020 • **Carnegie Mellon University, Pittsburgh, PA**
Bachelor of Computer Science,
Minor in Human-Computer Interaction
GPA 3.77/4.0
Selected Coursework:
Principles of Software Engineering (Java)
Introduction to Computer Systems (C)
Principles of Imperative Computation (C)
Parallel and Sequential Data Structures and Algorithms
Interactive Design Overview
Fundamentals of Programming and CS (Python)
Principles of Functional Programming
- May 2016 • **The Linsly School, Wheeling WV**
High School Diploma, GPA 97/100
AP Computer Science (self-taught) - Scored 5

+ EXPERIENCE

- Summer 2017 • **Frontend Developer**
ClearTerms Project of CHIMPS lab,
CMU Human-Computer Interaction Institute
Designed and implemented a web application that helps users analyze Terms & Conditions using HTML, CSS, and Javascript
- Jan 2017 - current • **Graphic Designer, Marketing & Design Intern**
Office of Student Leadership, Involvement, and Civic Engagement, Carnegie Mellon University
Conceptualizing, designing, and producing a wide variety of materials to meet the strategic goals of each design project/marketing communications initiative.
- Summer 2018 • **Teaching Assistant**
15-213 Introduction to Computer Systems
- Jan 2017 - current • **Teaching Assistant**
67-240 Mobile Web Design and Development
- Jan - Dec 2017 • **UX Designer**
Personalized Privacy Assistant Project,
CMU Institute of Software Research
Created branding including logo, icons and webpages for a project helps users configure privacy settings on products connected with the Internet of Things

+ SKILLS

Programming

Java, Python, C, HTML5/CSS, Javascript, SML

Design

Adobe Photoshop, Illustrator, AfterEffects, InDesign, Sketch

+ PROJECTS

Data Visualization Framework

Spring 2018

Work in a team to design and implement an extensible data visualization and analysis framework, consisting of an interactive GUI.

Object-oriented Game Design

Spring 2018

Using object-oriented analysis, design and implement a tile-based board game for both core implementations and GUI.

Carnegie Mellon Virtual Campus Tour

Spring 2017

Completed a responsive mobile application for the Undergraduate Admission Office using HTML5/CSS, Javascript, and PhoneGap. Participated in the full circle of design, implementation and user testing.

Graphics Project with Processing 3D

Fall 2017

Created an interactive animation project recreating the Impressionist work Starry Night with a drawing interface.

+ Awards

Dean's List, Fall 16/17, Spring 17

School of Computer Science,
Carnegie Mellon University