




ROSIE SUN

Carnegie Mellon University
School of Computer Science

 www.rosiesun.me
 412-520-4618
 rosieswj@gmail.com

+ 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.

UX: Responsible Web for Peer-Economy

Fall 2017

Using design principles and prototyping tools,
designed the UX for a peer-economy responsive
website to simplify the process of shift swapping.

+ AWARDS

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

School of Computer Science,
Carnegie Mellon University