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 meterials 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 an 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