

# STAR SU

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## EDUCATION

### Brown University

September 2017 - May 2021

Sc.B. Computer Science  
A.B. Literary Arts  
GPA: 4.0

### Skyline High School

September 2017 - May 2021

National A.P. Scholar  
GPA: 4.0, ACT: 35

## COURSEWORK

*Intro to Functional Programming*  
*Intro to Data Structures & Algorithms*  
*Discrete Structures & Probability*  
*Intro to Computer Systems (\*)*  
*Artificial Intelligence (\*)*  
*(\*) in progress*

## SKILLS

### Programming

Java • Python • C  
Matlab • Scala • Racket • OCaml

### Design

Illustrator • Photoshop • LaTeX

### Language

Mandarin  
*Fluent in reading, writing, & speaking*

### Interests

pastries • sustainable fashion •  
Marvel Cinematic Universe

## EXPERIENCE

### Medical Informatics REU • Undergraduate Researcher

PI Timothy Carroll • University of Chicago • June 2018 - August 2018

- Developed scripts in Matlab to automate the discovery of correlations between genetic information and radiomic features
- Discovered geometric features of MRI that can be extracted to detect gene expression of glioblastoma multiforme, resulted in two co-authored abstracts; submitted for SPIE and ISMRM conferences

### Brown Computer Science Department • Undergraduate Teaching Assistant

CS0170 Introduction to Functional Programming • August 2018 - Present

- Guided students to writing and understanding complex programs in DrRacket and OCaml
- Implemented new scripts in Python to streamline evaluation of student work
- Developed and graded problems for homeworks, labs, and projects on algorithms and data structures for a class of over 170 students

## PROJECTS

### Guizilla • Intro to Functional Programming

- Built an interactive GUI browser in Java with HTML pages, implementing both client and server sides through sockets, reflection, JavaFX events, and XML file parsing

### Search • Intro to Functional Programming

- Built a search engine in Scala that uses term frequency and PageRank algorithms to index a wiki and return relevant documents based on a free text query

### Shell • Intro to Computer Systems

- Implemented a limited version of the Linux shell in C, including file redirection, signal handling, and foreground/background jobs

### TRON • Artificial Intelligence

- Created an AI bot to successfully play the game TRON using alpha-beta pruning with the Voronoi heuristic; placed in top 10% in a class of over 100 students

## LEADERSHIP + IMPACT

### VISIONS Magazine • Literary Editor • September 2018 - Present

- Review and edit over 100 submissions to publish for the fall 2018 print issue
- Organization aiming to amplify the voices and diverse experience of the Asian American Pacific Islander community at Brown and Rhode Island School of Design

### The College Hill Independent • Staff Writer • December 2018 - Present

- Write and extensively workshop three pieces per semester
- Providence-based publication committed to addressing systems of oppression centering the voices, opinions, and efforts of marginalized people in Providence and beyond

### Brown STEAM • Team Member • September 2018 - Present

- Plan and design workshops, events, and discussions
- Student group focused on connecting the arts and sciences to engage in multidisciplinary work for the community at large