Donne Su

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EDUCATION

Economics | Computer Science Certificate | GPA: 3.9 | The University of Texas at Austin
Bellaire High School | Graduated Valedictorian

JOB EXPERIENCE

Lead Code Instructor | Code Ninjas | Houston, TX | August 2020 - August 2022
- Supervised and guided students in the design and coding of games, fostering their STEM skills and competitive spirit.
- Conducted workshops to promote coding and attract new students, boosting program visibility and participation.
- Provided specialized classes targeted at students with specific interests, such as web development or game design.

Head Facilitator | Momentum Indoor Climbing | Houston, TX | May 2023 - August 2023
- Trained and supervised staff members on proper safety procedures and protocols for indoor climbing activities
- Led regular team meetings to discuss progress, address challenges, and brainstorm ideas for improving team performance
- Led summer camps and designed training plans for youth athletes

PROJECTS

MediGuard | HackTX 2023
- Researched and developed a machine learning model using Python libraries to detect potential healthcare fraud in insurance claims, leveraging advanced algorithms and data analysis techniques.
- Using Figma and Streamlit, I designed a user-friendly interface for the fraud detection system, incorporating intuitive features for data input, model visualization, and result interpretation.
- Presented the hackathon project to judges, showcasing the potential impact of the fraud detection system on reducing healthcare fraud and improving cost-efficiency in the insurance industry.

Muck | Electronic Game Developers Society
- Designed game mechanics, assets, and level layouts for a 2D platform programming in GDScript.
- Implemented user-centered design and prototyping tools to create the application's interactive and responsive interface.
- Utilized an agile development cycle to build and refine game features, prioritizing user feedback iteratively.

Crags | Texas Rock Climbing Community Hub App
- Prototyped app in React Native to create the application's interactive and responsive interface.
- Implemented user-centered design process, problem and solution finding, wireframing, and prototyping in Figma.
- Conceptualized and designed a community hub application for carpools, social events, and memberships.

ACTIVITIES

Health Tech Build Team | Runner-Up Best Build | Texas Convergent | January 2024 – Present
- Worked alongside developers to implement natural language processing models, Tesseract OCR Engine, and openCV to take in an image of an invoice and return extracted information.
- Developed interactive models, wireframes, and prototypes for a medical bill communication app using Figma and React.
- Collaborated within a cross-functional team, balancing user experience with business and technical constraints.
- Documented design decisions, user flows, and product specifications to communicate design concepts and requirements to present at Convergent Demo Day.

Vice President | Texas Rock Climbing | January 2022 – December 2023
- Created a community app boosting member engagement by 40%.
- Led merchandise design and vendor negotiations.
- Handled travel budgets for 20+ members for 13+ events, including state and national competitions.
- Forged new sponsor relations, adding 3 sponsors and diversifying revenue.
- Organized 15+ volunteer events, achieving 500+ community service hours.

SKILLS

HTML/CSS/JS, React, Python, Java, Figma, Adobe XD, Adobe Illustrator, Qualitative Research, Prototyping, Wireframing, UX Research, User Interviews, A/B Testing