Donne Su

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EDUCATION

University of Texas at Austin	Bachelors in Computer Science & Economics	May 2026

GPA: 3.9

Relevant Coursework: Data Structures, Discrete Math, Matrices and Matrix Calculations, Computational Architecture

SKILLS

Proficient: Python, Java, React, React Native, HTML, CSS, JavaScript, TypeScript, SQL, R, C#, Figma
Familiar: Natural Language Processing, OpenCV, Tesseract OCR, Machine Learning, Data Visualization, MATLAB, Agile Development, Git, GitHub, Node.js

EXPERIENCE

Jump Finance - *Software Engineer*   August 2024 – Present
- Automated course registration using React and MySQL for two universities, impacting over 200 students and streamlining enrollment processes for a non-profit.
- Fixed invoice generation using GraphAPI, reducing 2,000+ missing student notifications, saving 100+ hours of manual data entry.
- Enhanced user interfaces for registration and student news portals, improving user experience across 200+ users.
- Developed university financial reports in collaboration with product teams, improving client satisfaction and commercial adoption.

Longhorn Racing - *Software Engineer*   August 2024 - Present
- Reduced unsprung mass by 10% and improved vehicle handling by 15% using Finite Element Analysis (FEA) to optimize wheel assemblies.
- Automated iterative testing processes with Python scripts, cutting testing time by 30%, allowing team members to focus on critical development.
- Optimized braking systems with FEA, reducing heat distortion by 20% and improving braking efficiency by 8%.
- Integrated real-time track data, improving vehicle performance by 12% through continuous feedback loops and iteration.

BridgeBill - *Software Engineer*   January 2024 – May 2024
- Implemented NLP and OCR models using Python, Tesseract, and OpenCV to automate invoice processing, saving users 40-50% of time on manual reviews.
- Scalable invoice processing system capable of handling up to 50 invoices daily, reducing human effort and increasing accuracy.
- Showcased the project at Convergent Demo Day, receiving Runner-Up Best Build Award and feedback from startups on potential partnerships.

Database Mart - *AI/ML Researcher*   May 2024 – August 2024
- Developed an AI-powered charting assistant using NLP, reducing time spent on creating visual reports by 60% in prototype testing.
- Participated in the Generative AI Innovation Challenge, proposing real-world AI solutions and collaborating with industry experts.
- Conducted user research with healthcare professionals to inform system design, identifying inefficiencies in medical charting processes.

Code Ninjas - *Lead Code Instructor*   August 2020 - August 2022
- Taught programming fundamentals in Java, Python, and C# to over 50 students, leading to improved problem-solving skills and game development knowledge.
- Led coding workshops, attracting 30+ new students while teaching data analysis and system configuration, contributing to a 15% growth in program enrollment.
- Developed training materials to facilitate learning of new software updates, improving student comprehension and reducing instructor preparation time by 20%.

PROJECTS

MediGuard - HackTX 2023
- Built a machine learning model using Python for healthcare fraud detection, with potential to reduce fraud detection time by 50%.
- Designed a user-friendly interface using Figma and Streamlit, enabling intuitive data input and model visualization for healthcare professionals.
- Tested software extensively, ensuring usability and providing training materials for end-users.

Muck - Electronic Game Developers Society
- Designed game mechanics and level layouts for a 2D platform game.
- Refined 3 core game mechanics, improving player engagement and progression by 20% through iterative playtesting.
- Utilized agile methodologies to implement user-centered design, improving interaction responsiveness and enhancing the overall user experience.