Sophia Jin
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Education

Stanford University

M.S. in Computer Science (Human Computer Interaction)   **Sep 2022 - June 2024**

B.S. in Philosophy with Honors   **Sep 2019 - June 2023**

- *Phi Beta Kappa* (recognizes top 10% who demonstrate academic excellence and breadth of learning)

Coursework:

Cross-Platform Mobile App Development, Web Programming, Natural Language Processing, Programming Abstractions, Data structures & Algorithms, Computer Systems, Probability Theory, Computational Logic, Operating Systems, Cybersecurity, Linear Algebra & Multivariable Calculus, Computer Graphics and Imaging

Professional Experience

Siemens Digital Industries Software, Global Academic and Startup   **Remote**

App Development Intern   **Fall 2023 - present**

- Help manage a mobile/web app for the Global Academic and Startup team.
- Gained experience developing with Mendix, a Low-Code app development platform.
- Supported with UX/usability testing.

Marketing Intern   **Summer 2022 - Fall 2023**

- Created and promoted content on social media (LinkedIn, Instagram, YouTube) and company blog.
- Collaborated on projects related to user-centered design thinking and promoting STEM education.
- Provided internal recommendations related to SEO and user analysis.

Stanford University   **Stanford, CA**

Course Assistant   **Spring 2024**

- Course Assistant for CS 105: Introduction to Computers.
- Work alongside professor and teaching team to support students in introductory Computer Science course.

Notable Projects

Operating Systems Shell | C++, Valgrind   **Winter 2024**

- Developed a fully-functional sophisticated shell that utilizes multiprocessing using fork, execvp, and waitpid system calls.
- Functionality supports pipelines, I/O redirection, and allows handling of multiple executable commands.

Retune | Javascript, React Native, Expo, PostgreSQL, REST API   **Autumn 2023**

- Integrated the Spotify API and Supabase to build a full-stack iOS/Android app in React Native and Expo.
- Features include search and playback capabilities, image uploading and posting, and explore feed.
- Worked in a group of 4. Responsibilities included user research, Figma prototyping and usability testing.

Movie Recommender Chatbot | Python   **Winter 2023**

- Constructed a chatbot that stored users' movie ratings and used item-item collaborative filtering to recommend similar movies.
- Used a roadmap to ensure progress and successfully implemented all main functions and the prediction algorithm.
- Worked in a group of 4. Collaborated via Github.

Memory Heap Allocator | C, gdb, Valgrind   **Spring 2022**

- Implemented heap allocator in C with malloc, realloc, and free functionality.
- Used gdb and Valgrind to track and manage allocated memory blocks.

Scrabble Solver | C++   **Spring 2022**

- Self-guided C++ project that used recursive backtracking to find the highest-scoring words in the word game "Scrabble".

Publications

"Plastic's Past: The Complex Historical and Cultural Influences Underlying South Korea's Plastic Surgery Phenomenon"   **Fall 2020**

- Research paper published in *Synergy: The Journal of Contemporary Asian Studies* in October 2020.

Skills

Coding Languages: Python, JavaScript, C/C++, SQL

General: Cross-Platform App Development (React Native, HTML/CSS, Expo, Node.js), Jupyter Notebook, Google Suite, Adobe Suite, Mendix, x86, LaTeX, Git