

Sophia Jin

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Website: sophia-jin.github.io | Design Portfolio: sophia-jin-portfolio.netlify.app

Education

Stanford University

M.S. in Computer Science (Human Computer Interaction)

Sep 2022 - June 2024

B.A. 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, Graphic Design, Web Programming, Natural Language Processing, Programming Abstractions, Data structures & Algorithms, Computer Systems, Probability Theory, Computational Logic, Operating Systems

Professional Experience

Siemens Digital Industries Software, Global Academic and Startup

Remote

App Development Intern

Fall 2023 - present

- Managed a social mobile/web app for the Global Academic and Startup team called Campus Connect.
- App allows students to share their achievements with company software and connect with Siemens DISW employees.
- Gained experience with Mendix, a Low-Code app development platform, to develop user interface and streamline data collection.
- Conducted user testing to refine app's UX.

Marketing Intern

Summer 2022 - Fall 2023

- Created and promoted content on social media (LinkedIn, Instagram, YouTube) and company blog.
- Designed content about Siemens DISW's collaborations with students, educators, and startups.
- Collaborated on projects related to user-centered design thinking and promoting STEM education.
- Conducted SEO research to provide internal recommendations on how to increase traction on blog page.

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

ScreenPaws | Figma

Winter 2024

- Designed a mobile app to target negative phone usage in Gen-Z audiences. Implemented high-fidelity clickable prototype in Figma.
- Design process included diary study, competitor analysis, personas, empathy & journey maps, and low to high fidelity prototyping.

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 UI/UX 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.

Scrabble Solver | C++

Spring 2022

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

Brand Development Guide | Adobe InDesign, Procreate

Summer 2020

- Self-guided capstone project for the "Graphic Design Specialization" course offered by the California Institute of the Arts.
- Develop brand vision, typeface, logo, color scheme, and website design for fictional candy company.

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, HTML/CSS, JavaScript, C/C++, SQL, R

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