

SOPHIA PUNG

Software Engineer

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I am a detail-oriented, organized and curious developer. I work at a fast pace to meet tight deadlines and am also an enthusiastic group member. I am currently independently learning about ML and networks (social and neural) and am also in pursuit of research experience regarding alternative proteins that significantly impact large populations.

PROFESSIONAL SKILLS

Analytical Thinking Effective Communication
Leadership Fast Learner
Collaboration Ambitious

TECHNICAL SKILLS

React Javascript, HTML, CSS
Python Git
postgreSQL & SQL ExpressJS

EXPERIENCE

Set Game Project

October 2022

I wrote out the set logic and implemented it into a functional React app. I created a database with all the possible combinations of the set cards and used queries in the front-end to randomly generate a set of 9 cards on each render of the game. I then built in the game logic so that the user must select three cards that are a "set" which are then scored.

Eventonica

October 2022

Eventonica is an event management system which handles users, events, and has a search feature built in. I set up the database using postgresQL, SQL, and connected it to the nodeJS backend with a React frontend, and expressJS as a middleware.

Snake7

March 2022

Snake7 is a variation of snake built entirely in python using Turtle graphics. I implemented classes and learned how to pass data between the classes for the snake, the "computer snake", and the apples. The game consists of a "computer snake" (takes the fastest possible path from its current route to the apple, and a users snake (controlled by game player), and the snake who collects 7 apples first and doesn't run into the wall or itself wins.

EDUCATION

Techtonica

2022-present

Techtonica is a six months program, consisting of full-time, hands-on, project-based, collaborative software engineering learning with a focus on full-stack JavaScript. The last month is spent creating a final project and preparing to join one of Techtonica's partner companies for employment. I led the group as day lead, participated in weekly pair programming, and tracked my progress on a daily basis.

University of Minnesota

2020-2022

Attended for two years as a dual-enrollment student during high school. Coursework in: Political Philosophy, Programming for Biomedical Engineers, Cellular and Molecular Biology, two Biomedical Engineering seminars, Multivariable Calculus, General Chemistry II, Computer Science (Introduction to Python).

2018-2022

Robbinsdale Armstrong High School

Elected Student Body President: Assisted school administration and superintendent, ran on the platform to increase the voice of student minorities. Started a podcast. Re-wrote the student council charter and Student Body President application process to make them more transparent and equitable. Environmental Club Co-President: led recycling program in school and trash cleanups, weekly meetings. 2x Captain of the Nordic Ski Team.
