

# Sophia Wu

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## EDUCATION

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**Georgia Institute of Technology**  
*Bachelor of Science in Computer Science*

Atlanta, GA  
Aug. 2021 - May 2024

## EXPERIENCE

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### Software Engineer Intern

May 2023 – August 2023

*Ultimate Kronos Group*

Weston, FL

- Worked on the Core Payroll team, quality testing and ensuring payrolls features worked as properly intended for over 75,000+ client companies
- Worked to introduce localization for many pages within the UKG Pro product. Created automated test to ensure localization features worked as intended
- Implemented unit, integration, and automated tests on various features, using C#, Microsoft SQL Server, and NUnit Testing Framework
- Identified and resolved issues with both automated and manual tests, catching any issues prior to release to customers.

## PROJECTS

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### Georgia Tech Marketplace | *TypeScript, React.js, Firebase*

- Developed a full-stack marketplace web application for Georgia Tech students to buy and sell goods securely within the campus community
- Implemented user-friendly interfaces with React, enhancing navigation and accessibility
- Used Google Firebase for real-time data handling and authentication

### Escape to Cheese Puzzle Game | *Unity, C#*

- Led a team of four using Agile development to create puzzle-based game where the player navigated the character to complete puzzles and avoid enemies
- Used Unity to create 3D environments
- Used C# to handle generation of mini-game puzzles and control character movement

### Discord Bot | *Python*

- Developed a Discord bot aiding over a hundred users in playing Final Fantasy XIV through data retrieval and event tracking
- Used Google Calendar's API to keep track of scheduled events
- Used XIVAPI to search and retrieve item data from the Lodestone website
- Used FFLogs API to search and retrieve character data from the FFLogs website

### Future Experience of Esports VIP Team Leader

January 2023 – May 2024

*Georgia Institute of Technology*

Atlanta, GA

- Worked as a researcher on a Georgia Institute of Technology team lead by Dr. Laura Levy to create methods to gauge and better the health of and performance esports athletes
- Led a sub-team, scheduling team meetings and coordinating communication between the team and various collegiate teams to facilitate research
- Conducted interviews with collegiate teams to gather insight on different perspective regarding factors affecting health and performance
- Created Qualtrics surveys, gathering hundreds of respondent data to provide guidance for the team to develop new methods

## TECHNICAL SKILLS

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**Languages:** Java, JavaScript, Python, C/C++, C#, SQL, MATLAB, LaTeX, HTML, CSS, TypeScript

**Developer Tools:** Git, Docker, VS Code, Visual Studio, IntelliJ, Eclipse, JetBrains Rider, Jira

**Technology:** GitHub, CircuitSim, Docker, Microsoft SQL Server Management Studio, DataGrip, Unity, Qualtrics, React

**Concepts:** Object-Oriented Programming, Computer Organization and Design, Agile/SCRUM, Data Structures and Algorithms, Assembly