STEPHANIE SU

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Education

B.A. Computer Science, University of California, Berkeley

May 2024

- Coursework: CS61A Functional Programming (A+), CS61B Data Structures, DATA8 Foundations of Data Science
- Involvements: Regents' & Chancellor's Scholar (Top 1% of Class), Voyager Consulting (Projects: Apple, TikTok, Intel)
- Skills: Python (NumPy, pandas, Dash, Scikit-learn), Java, HTML, CSS (Bootstrap), SQL, Data Analysis

Experience

Software Engineer Intern, Meta (Facebook)

Jan 2022 - present | Seattle, WA

• Incoming Summer 2022

Software Engineer & Product Manager Consultant, Intel

Jan 2022 - present | Berkeley, CA

- Developed full-stack **Python** app to scrape, visualize, and forecast financial data, increasing speed of data analysis by 15x
- Built PDF scraper (Python, pandas, pdfplumber library) to automate data extraction from 120 competitor financial reports
- Implemented multi-threading to pull stocks data from Alpha Vantage API and forecast revenue with multiple regression
- Streamlined cross-team collaboration by creating a product backlog to prioritize features, identify blockers and track tasks

Product Management Intern, Launchparty (Fintech startup) @

Jan 2022 – present | San Francisco, CA

- Built 20 pandas functions to analyze 600-row dataset and enable Product team to rapidly visualize any user segment
- Increased # of customer data points by 8X and created 6 data-driven personas by designing customer discovery survey

Data Consultant, Apple

Sep 2021 - Dec 2021 | Berkeley, CA

- Analyzed 906 survey responses with **pandas** to create 5 data-driven personas and find 15 trends in consumer preferences
- Benchmarked 22 repair services to analyze competitive landscape and identify a lack of accessible repairs in rural areas

Product Intern, Fiveable (Edtech startup) *?*

Feb 2021 - Oct 2021 | Remote

- Designed and wireframed a new scholarship search tool to expand product line by analyzing gaps in 11 competitor tools
- Collaborated with Head of Product to analyze 100 user testimonials, conduct UX interviews, and revise landing page
- Drove 110,000+ LinkedIn impressions and doubled # of unique visitors by spearheading Fiveable's 1st LinkedIn strategy



Public Speaker & LinkedIn Content Creator

Mar 2020 - present

- Delivered 52 talks to 1000 attendees on coding, leadership, career development at Stanford, UC Berkeley, UCLA and more
- Expanded LinkedIn presence to 16K followers, 4 million views and 5 paid sponsorships within 2 years of content creation

Lead Director, Superposition (Women in STEM org)

Jul 2018 - present

- Spearheaded expansion to 117 chapters in 25 countries, 20 US states in 1 year by designing chapter program from scratch
- Organized Bay Area's largest all-women hackathon for 763 hackers in 47 countries at Uber HQ, VSCO HQ and online
- Coordinated 59 workshops with 6K viewers by surveying 232 students' workshop interests and networking with speakers
- Raised \$21K by building a value proposition and sponsorship prospectus, and leading a team of 13 to email 312 companies

Projects

Enigma (Java)

- Developed a digital representation of WWII German Enigma cipher machine in Java, enabling encryption and decryption
- Used object-oriented design, string manipulation, and file I/O to replicate mechanical elements of original machine

Jumping Cubes (Java)

2021

Built board game with object-oriented design and created an AI player with minimax algorithm and alpha-beta pruning

Personal Website (HTML, CSS, Bootstrap)

2021

• stephsu.me @ Developed website without prior experience through self-guided learning, driving 1300 viewers/month