

STEPHANIE SU

✉ stephsu@berkeley.edu 🖱 stephsu.me in linkedin.com/in/steph-su/ 🐙 github.com/stephaniefenhua

🎓 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, Plotly Dash, Scikit-learn), Java, HTML, CSS (Bootstrap), SQL, Data Analysis

📁 Experience

Software Engineer Intern, Meta (Facebook)

May 2022 – present | Seattle, WA

- Incoming Summer 2022 on In-Stream Ads team

Software Engineer & Product Manager Consultant, Intel

Feb 2022 – May 2022 | Berkeley, CA

- Developed **Python Dash** dashboard to scrape, visualize, and analyze data from 250 reports, reducing manual work by 15x
- Forecasted and regressed 4 competitors' sales to identify top predictors of growth w/ Prophet, sklearn, Alpha Vantage API
- Enhanced client experience by shipping 5 features to streamline UX, designing the UI, writing 20-page user documentation
- Streamlined team collaboration by creating product backlog and requirements doc to prioritize features and find blockers

Product Management Intern, Launchparty (Fintech startup) 🔗

Jan 2022 – present | San Francisco, CA

- Built 20 **pandas** functions to analyze 600-row user dataset and enable Product team to rapidly visualize any user segment
- Increased sample size of user data by 700% and created 6 data-driven personas by designing a customer discovery survey
- Synthesized survey analysis and 75 UX interviews in 100 pg report, designed 10 product features to solve user pain points

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) 🔗

Jun 2021 – Oct 2021 | Remote

- Designed 4 iterations of a scholarship search tool w/ Whimsical to expand product line by analyzing gaps in 11 competitors
- Collaborated with Head of Product to analyze 100 user testimonials, conduct 5 user interviews, and revise landing page

🏠 Leadership

Public Speaker & LinkedIn Content Creator

Mar 2020 – present

- Delivered 55 talks to 1000 attendees on coding, leadership, career development at Stanford, UC Berkeley, UCLA and more
- Expanded LinkedIn presence to 27K followers, 8 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 124 chapters in 25 countries, 21 US states in 2 yrs 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 STEM workshops with 6K viewers by surveying 232 students' workshop interests and sourcing speakers
- Raised \$21K by building a value proposition and sponsorship prospectus, and leading a team of 13 to email 312 companies

📁 Projects

Enigma (Java)

2021

- 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

- Built **stephsu.me** 🔗 without prior experience through self-guided learning, driving 1.3K views per month in 25 countries