

# Elizabeth Wu

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## Education

### Brown University

SC.B. IN COMPUTER SCIENCE

Providence, RI

September 2020 - May 2024

- **GPA:** 4.0/4.0
- **Relevant Coursework:** UI/UX, Introduction to Computer Graphics, Introduction to Software Engineering, Deep Learning, Introduction to Computer Systems, Data Structures and Algorithms, Statistical Interference, Discrete Math, Linear Algebra

## Projects

### Slingshot Iterative Design

ITERATIVE PRODUCT DESIGN

Providence, RI

November 2022

- Created a hi-fi prototype of a mobile app in **Figma** based on just the description and mission of Slingshot (YC S22)
- Iterated upon designs to improve user experience after critique sessions with peers
- Conducted **third-party user-testing** of the prototype for further critique

### Found@Brown

LOST AND FOUND WEB APP FOR BROWN UNIVERSITY STUDENTS AND STAFF

Providence, RI

May 2022

- Worked in a team of five to create a website for Brown University students and staff to report their lost and found items.
- Created the website frontend using **React** and **Typescript**.
- Prototyped the website design in **Figma** and did the overall styling/frontend design.
- Implemented **secure user-authentication** using **Firebase**.
- Integrated the site's user-authentication with Brown University's Shibboleth, which provides **2-factor authentication**.

### Hi-C > Fanta

HI-C DATA RESOLUTION ENHANCER

Providence, RI

May 2022

- Worked with a group of four to create a **deep convolutional neural network** in **Tensorflow** to enhance Hi-C data maps, which are used for studying 3D genome organization. (Model based on "Enhancing Hi-C data resolution" paper by Yan Zhang et al.)
- Prepared down-sampled Hi-C data from the GM12878 cell line using **Python** for use as training and testing data in our model.
- Achieved **60% accuracy** when enhancing Hi-C maps

## Experience

### Co-Director

HACK@BROWN

Providence, RI

August 2022 - Present

- Worked with all team members to organize the first in-person hackathon in over two years with **over 400 participants**
- Oversaw club finances in tandem with the Brown CS Department
- Collaborated closely with the Development Team to implement the website (2023.hackatbrown.org) in **React** and **Typescript**
- Created the 2023dayof.hackatbrown.org page with plain **HTML/CSS**

### Experience Team Lead

HACK@BROWN

Providence, RI

September 2020 - August 2022

- Helped organize Brown's annual hackathon in a virtual format with **over 300 participants**
- Organized virtual panels for the 2021 hackathon participants featuring female industry professionals in tech, as well as company founders in the startup/entrepreneurship space.
- Organized virtual panels for the 2022 hackathon featuring advocates for both accessibility in tech and sustainability in tech.
- Created a hackathon guide on **Notion** to help navigate participants through the virtual format
- Maintained and ran the Discord server on the day of the hackathon to help answer questions and keep participants informed

## Skills

<b>Programming</b>	Java, Python, Javascript, Typescript, C, C++, Scala, HTML, CSS, ReasonML, Racket
<b>Frameworks</b>	React, NextJS, SQLite, Tensorflow, Firebase
<b>Tools</b>	Figma, Adobe Suite (XD, Photoshop, Lightroom, Illustrator), Git, Github, Vim
<b>Interests</b>	Curating Playlists, Crossword Puzzles, Longboarding, Piano, The Sims