

## Lily Chiang

Virginia Tech junior majoring in Computer Science. Interest in software development and data analytics. Background in music and art. Enthusiastic, sincere HS math and CS tutor.

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## EDUCATION

Virginia Tech 2020-2023

Computer Science | GPA: 3.96

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## SKILLS

Programming Java, JS, HTML/CSS, Python, C, C++, UML, Matlab, RStudio

Software Blender, Eclipse, Figma, Git, Jupyter, jGRASP, Linux, React, Solidworks, Unity, Visual Studio

Languages English - Proficient, Chinese - Conversational (Cantonese)

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## EXPERIENCE

*Summer Analyst*, Blackstone Data Science May 2023-Aug 2023

*Tutor*, Kaplan-Cohen Tutoring Dec 2020-present

- Algebra I to high school Calculus, SAT prep, college math prep, HS Chemistry

*Computer Science Mentor*, Self-Employed Dec 2020-Jun 2021

- 1-on-1 tutoring in TJHSST's Adv CS course preparing for AP CS A Exam using Java-centric jGRASP IDE

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## PROJECTS

*Bot Developer*, TODO Bot Feb 2022

- Implemented chatbot interface using Python nltk library, including detection for add, remove, search, get, and list requests

*Backend Developer*, Pantry Optimization Sept 2021

- Coded Python object classes, created test cases, and debugged sorting logic

*Frontend Designer and Project Manager*, Web-Based App Sep 2020-Jan 2022

- Created UI of Political Candidate Matcher app for Microsoft ImagineCup (2022) using Figma, React, Bootstrap, HTML, CSS, JS

*CAD Leader*, Aesthetic Wind Turbine Jan 2021-May 2021

- Designed visually pleasing wind turbine for engineering project using Solidworks, CFD techniques, MATLAB, Excel

*Game Developer*, Advance of the Avian Aug 2020-Jan 2021

- Blender 3D model, rig, and texture of terrain and characters; programmed in Unity using C#
- <https://play.unity.com/mg/other/webgl-builds-1283>

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## ORGANIZATIONS

*Frontend Designer*, Archimedes Society Sep 2020-present

- Led frontend and project management subteams in designing UI for web-based application

*Member*, Association for Women in Computing Sep 2020-present

- Workshops, hosting hackathons, topic discussion, and recruitment with professionals in technology

*Member*, Virginia Tech Gaming Project Sep 2020-present

- Exploring video game design techniques and playtesting games that other students create

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## COURSEWORK

- Computer Organization in C, Problem Solving Algorithms, Programming Systems C++, Integrated Quantitative Science, Data Structures, Intro to Game Development with Blender and C#

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## AWARDS

*2nd Place Overall ASA DataFest* Mar 2022

- Used RStudio to do hypothesis testing and visualization with large (2 mil+ rows) datasets on video game player behavior

*1st Place DataFest Competition* Nov 2021

- Used Jupyter Notebook to do data analysis on 2019-2020 broadband availability and usage

*Best Level Design*, VT School of Visual Arts Dec 2020

- Awarded to most innovative terrain model in Intro to Game Dev.