SOPHIA DENG

syd6@cornell.edu • www.sophiadeng.me • http://github.com/syd6

EDUCATION

Cornell University: B.A. in Information Science; UX Concentration
Class of 2019, Tanner Dean Scholar

EXPERIENCE

Microsoft
Redmond, WA

Software Engineering Intern
Incoming 2018 SWE intern for Microsoft.

Microsoft
Redmond, WA
May 2017 – Aug. 2017

Explore Intern (Office Product Groups)
Designed and developed a GUI-based web-app that streamlines the production of Office Add-Ins, minimizing errors and enabling more creativity in the development process. Defined features as a program manager for the first third of the project lifecycle and implemented them using Javascript and React in the remaining weeks.

The Cornell Daily Sun
Ithaca, NY
Mar. 2017 – Mar. 2018

Editor-in-Chief
Lead student executive board in content creation and utilizing new digital mediums for interactive storytelling. Foster web-first mentality by providing avenues for collaboration across creative and technical disciplines. Solve organization-wide challenges by initiating projects improving both The Sun's coverage and revenue streams.

Cornell University
Ithaca, NY
Aug. 2016 – Now

Teaching Assistant (CS 1300 and CS 2300)
Teach weekly labs and hold office hours for introductory and intermediate web programming and design. Emphasize good practices for web design and development while leading class discussions.

PROJECTS

Freshman Survey Interactive Project (http://projects.cornellsun.com/projects/survey)
Led a team of developers, designers and writers to create and launch The Sun's first data visualization project that sheds insight on Cornell's Class of 2021. The project reached over 15,000 users on Facebook. **Read the case study here:** https://bit.ly/2FCNRd9

How the Pumpkin got on the Tower (https://bit.ly/2I0hAzC)
Revamped former Sun Editor Farhad Manjoo's investigative piece about the pumpkin on the tower for the web. Led the design direction of the project and contributed to code. The project reached over 27,000 users on Facebook.

Operation Bitwise (Game Manual: http://sophiadeng.me/documents/merged.pdf)
Designer, Character Artist, and Background Artist for Operation Bitwise, a game produced in the Introductory Game Design Course at Cornell. Download the game here: https://bit.ly/2I1nOiD

Artwork (https://instagram.com/dengsoph_art)
A series of realistic portraits, digital and concept art.

COURSEWORK

Data-Driven Web Applications
Object Oriented Programming
Human Computer Interaction
Product Design
Introductory Game Design

SKILLS

Languages
Javascript
HTML
CSS
Python
Java

Frameworks and Libraries
React.js
D3
jQuery

Programs
Sketch
Autodesk Sketchbook

HONORS & AWARDS

Pauline and Irving Tanner Dean's Scholar
Awarded to 40 Cornell A&S students who demonstrate 'enthusiasm for the life of the mind and possess outstanding high school records.'

MindSumo Challenge Finalist
Created a visualization using D3.js with a teammate to sort Educational Standards. Awarded $500 for being a top 10 finalist.

Game Design: Best Gameplay
Our game, Operation Bitwise, was awarded Best Gameplay by professors and judges in Cornell's Introduction to Game Design Course