

# Claire To

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to-claire.github.io

## EDUCATION

### University of California, Irvine

Sept. 2023 - Present

B.S. in Computer Science, GPA: 3.9

*Concentration: Algorithms and Intelligent Systems*

*Activities: UC Regents' Scholarship, Honors Program, VenusHacks 2023, WebJam 2023, IrvineHacks 2024*

### Orange Coast College

Graduated May 2023

A.S. in Computer Science, A.A. in Liberal Arts, GPA: 3.9

*Activities: Certificate of Specialization in C++, Honors Program, Computer Science Club, Girls Who Code*

## EXPERIENCE

### Undergraduate Reader/Grader

Sept. 2024 - Present

Bren School of Info. & Computer Sciences, Irvine, CA

Grading exams and providing constructive feedback for 500+ students in Data Structures & Algorithms.

### Undergraduate Researcher

June 2024 - Present

Bren School of Info. & Computer Sciences, Irvine, CA

Conducting research in computing education, supervised by a faculty advisor.

### Research Intern

May 2023 - Aug. 2023

USC Institute for Creative Technologies, Los Angeles, CA

- Published and presented research at SemDial 2023, collaborating with a professor and PhD student.

- Conducted statistical analysis using Python, generating key insights for the project.

- Researched large language models and deep learning for enhanced analysis.

### NCAS Research Scholar

Jan. 2023 - April 2023

National Aeronautics and Space Administration (NASA), Remote

- Conducted extensive research on NASA's space missions, culminating in a comprehensive poster presentation on the organization's historical achievements and collaborative endeavors.

- Developed mission schedules for a lunar exploration simulation project, facilitating communication and coordination among team members and presented outcomes to a panel of NASA engineers and experts.

### Coding Instructor

June 2021 - Nov. 2022

Code Ninjas, Fountain Valley, CA

- Mentored and taught 50+ K-12 students in programming through game development using Scratch, JavaScript, Python, Unity and leading STEM activities: circuits, robotics, chess, and 3D modeling and printing.

- Tested and debugged 1000+ coding projects and provided constructive feedback to students.

- Guided kids to create functional games in 1-hour sessions, with 80% success in increasing enrollment.

## PROJECTS

### Plan-It

Jan. 2024

Implemented Firebase authentication and used React to create a travel planning app with integrated Google Maps.

### SwipeBites

Nov. 2023

Developed backend for a Tinder food discovery app using JavaScript and Yelp API for restaurant suggestions based on filters as input, deployed Flask to connect backend functions to my partner's front-end code.

### CosmoPomo Meowdoro

May 2023

Collaborated on the development of a cat space-themed Pomodoro timer using HTML, CSS, and JavaScript for front-end development, focusing on creating an engaging and user-friendly interface.

C/C++ | Python | HTML/CSS/JS | SQL | Problem-Solving | Research | Public Speaking | Communication