

# VANESSA CHING

3339 N. Charles Street, Baltimore, Maryland 21218 | (678) 779-0547 | vanessazqching@gmail.com

## EDUCATION

---

### Johns Hopkins University, Whiting School of Engineering

Baltimore, MD

*Bachelor of Science in Computer Science, Minor in Film and Media Studies*

August 2024 - May 2028

- Relevant Coursework: Computer Systems Fundamentals, Intermediate Programming, Gateway Computing: Python

## SKILLS

---

**Programming & Scripting:** Python, C, C++, Java, PHP, SQL, HTML, CSS, x86-64

**Libraries & Frameworks:** NumPy, Matplotlib, Pygame

**Development Tools & Software:** WordPress, Git, GitHub, VS Code, MySQL, XAMPP, Linux

## PROJECTS

---

### AI Readezzy Reading Assistant

August 2025

- Developed a WordPress plugin for a digital library to provide an AI reading assistant with text/voice interaction
- Implemented backend functionality in PHP to handle REST API requests, user avatars, and session data storage
- Engineered MySQL database schema to log questions/answers for analysis, enabling personalized reading experiences

### Harvard Forest Eddy Flux Data Analysis

December 2024

- Analyzed Harvard Forest Eddy Flux data using Python, utilizing NumPy for data processing and Matplotlib for time series and regression models
- Developed statistical models to estimate CO2 flux, identifying trends and missing data while optimizing data handling

### Tetris Game Replica

October 2024

- Developed core game logic in Python using Pygame by implementing and optimizing piece movement, rotation (with method overloading), collision detection and row clearing
- Analyzed class interactions between Point, Tetromino, and Board structures to ensure seamless integration

## EXPERIENCE

---

### Social Cognitive Artificial Intelligence (SCAI) Laboratory

Baltimore, Maryland

*Research Assistant*

August 2025 - Present

- Extending SimWorld, an Unreal Engine 5-based embodied AI simulator, by integrating Python APIs for procedural environment generation, agent control, and multimodal research in social cognition and human-AI interaction
- Implementing sound design, VR compatibility, and a web interface to broaden simulator accessibility and support city-scale, dynamic experiments with interactive deployment

### Frenalytics

Remote

*Readezzy Software Intern*

May 2025 - August 2025

- Coordinated core components of an accessibility-focused reading assistant for users with cognitive disabilities
- Engineered backend functionality using PHP, JavaScript, and C++ within a XAMPP and WordPress environment
- Handled server-side logic, database interactions, and integration of custom features into a WordPress framework

## LEADERSHIP & COMMUNITY INVOLVEMENT

---

### The Hopkins Student Organization for Programming (HOP)

Baltimore, MD

*Fine Arts Committee*

August 2024 - Present

- Plans and organizes fine arts programs on campus, including Candle Making, Resin Keychain, and Zine Workshops
- Contributes to broader HOP initiatives that enhance student life, such as FDOC treats, finals week de-stress events, and community programs

## ADDITIONAL INFORMATION

---

**Other Activities:** Student Government Association Programming Council for the Class of 2028, Pi Beta Phi Fraternity for Women

**Honors & Awards:** Dean's List (Fall 2024), VEX Robotics Spin Up NCCA I Judges Award (2023), VEX Robotics Tipping Point Worlds Qualification (2022), and VEX Robotics Tipping Point Design Award (2022), National Honor Society Scholar (2024), The Congressional Award Silver Medal from GA-07 Representative McBath (2024), and 7X Presidential Volunteer Service Award Gold Medal (2018-2024)