VICTORIA LEI

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EDUCATION

Georgetown University Washington, D.C.   Expected Graduation: May 2022
- **B.A.** in Computer Science and Sociology | **GPA:** 3.92/4.00 — Computer Science GPA: 4.00/4.00
- **Relevant coursework:** Computer Science I and II, Advanced Programming, CS Math Methods, Data Structures & Algorithms

EXPERIENCE

Georgetown University Beeck Center for Social Impact and Innovation Kazakhstan (Remote)   May 2020 – present
Software Engineering Intern and Fellow
- Design and develop a mental wellness mobile application for the intellectually disabled as the sole developer
- Use React Native and JavaScript to create custom components, screens, and user flow for the app's UI/UX design
- Implement Redux for state management and Firebase to design the app's backend architecture

Georgetown Computer Science Department Georgetown University   January 2020 – present
Teaching Assistant: COSC 051 and 052
- Assist 80+ students in understanding foundational C++ concepts during weekly office hours
- Grade programming projects, offering helpful and clear feedback

New Degree Press Washington, D.C.   October 2019 – present
Copy Editor
- Edit and fact-check around 10 book manuscripts every 4-5 months for a large publishing company

The Hoya Newspaper Georgetown University   August 2018 – present
Current: Senior Copy Editor, Past: Assistant Copy Editor
- Edit and fact-check 20+ articles per month for Georgetown's campus newspaper, train 2 copy assistants

Lauinger Library Georgetown University   January 2020 – May 2020
Access Services Manager Assistant
- Managed the library's media database of 200+ equipment items, innovated inventory processes, designed flyers and signs

U.S. House of Representatives Washington, D.C.   August 2019 – December 2019
Congressional Intern
- Wrote analyses and summaries of justifications regarding House bills and briefings
- Provided professional customer service via telephone to 50+ constituents and House members each day

PROJECTS

Maxwell's Demon Game (Java)   May 2020
- Developed a single-player game program in which users control a middle door to confine fast-moving particles to one side of the box and slow-moving particles to the other side
- Utilized GUI Java Swing containers and event-driven programming, gained skills in animation and data tracking

Chat Server Application (Java)   April 2020
- Developed a server/client chat program using Java sockets and threads that allows users to communicate with each other

Bubba Hotep Record Digitization (C++)   October 2019
- Developed a program to digitize and automate the records of (fictional) vehicle rental company Bubba Hotep
- Utilized inheritance and polymorphism to implement software that stores information about different vehicle rental types

SKILLS

Tools: Adobe PhotoShop and InDesign, Firebase, Figma, Xcode, Eclipse, Junit, Git, UML design
Programming: *Proficient:* C++, Java, JavaScript, *Familiar:* R, HTML/CSS
Frameworks: React, React Native, Redux, Bootstrap