

VICTORIA LEI

402-321-3925 | vw13@georgetown.edu | [GitHub](#) | [LinkedIn](#) | [Portfolio Site](#)

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, Introduction to Algorithms, Math Statistics, Applied Statistical Methods I

EXPERIENCE

Federal Reserve Board Washington, D.C. Sept. 2020 – present
Web Design Intern for the Division of Consumer and Community Affairs

- Utilize HTML, CSS, and Javascript to enhance, update, and maintain DCCA's intranet site
- Reorganize existing code to improve modularity and reusability

The Hoya Newspaper Georgetown University Sept. 2020 – present
Technology Director

- Maintain server/storage for the newspaper's heavily trafficked website
- Redesign website to improve user experience and modernize UI elements

Georgetown University Beek Center for Social Impact and Innovation Kazakhstan (Remote) May 2020 – August 2020
Software Engineering Intern and Fellow

- Designed and developed a mental wellness mobile application for the intellectually disabled
- Used React Native and JavaScript to create custom components, screens, and user flow for the app's UI/UX design

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 manuscripts of 100+ pages for grammatical and syntactic errors as well as flow and readability

U.S. House of Representatives Washington, D.C. August 2019 – Dec. 2019
Congressional Intern

- Wrote analyses and justifications for various House bills and briefings

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, HTML, CSS; *Familiar:* R
Frameworks/Libraries: React JS, React Native, Redux, Bootstrap