

VICTORIA LEI

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EDUCATION

Georgetown University Washington, D.C.

Expected Graduation: May 2022

- B.A. Computer Science and Sociology
- **GPA:** 3.93/4.00 — Computer Science GPA: 4.00/4.00
- **Relevant Coursework:** Advanced Programming, CS Math Methods, Data Structures & Algorithms, Introduction to Algorithms, Math Statistics, Applied Statistical Methods I

EXPERIENCE

Georgetown Computer Science Department Washington, D.C.

COSC 160 Teaching Assistant (Data Structures and Algorithms)

August 2021 – present

COSC 051 and 052 Teaching Assistant (Computer Science I and II)

January 2020 – May 2021

- Assist students in understanding relevant course concepts during weekly office hours
- Grade programming projects, offering helpful and clear feedback

Protiviti New York, New York

Technology Consulting Intern

June 2021 – Aug. 2021

- Conducted research and analysis to assess gaps in and support the implementation of client's business continuity management program across 15 of their business areas
- Led project status reporting and meetings for internal and external stakeholders

The Hoya Newspaper Washington, D.C.

Technology Director

Sept. 2020 – present

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

Federal Reserve Board Washington, D.C.

Web Design Intern for the Division of Consumer and Community Affairs

Sept. 2020 – May 2021

- Utilized HTML, CSS, and Javascript to enhance, update, and maintain the division's intranet site
- Reorganized existing code to improve modularity and reusability

Georgetown University Beeck Center for Social Impact and Innovation Kazakhstan (Remote)

Software Engineering Intern and Fellow

May 2020 – August 2020

- Designed and developed an entire mobile application to create a mental wellness platform for people with intellectual disabilities
- Used React Native and JavaScript to create custom components, screens, and user flow for the app's UI/UX design

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, enhancing 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

SKILLS

Tools: VSCode, Adobe PhotoShop and InDesign, Firebase, Figma, Xcode, Eclipse, JUnit, Git, Excel

Languages: *Proficient:* C++, JavaScript, HTML, CSS; *Familiar:* Java

Frameworks/Libraries: React JS, React Native, Bootstrap

INTERESTS: pixel art, data ethics, short story writing, plant growing, cycling