VIVIAN DAI

computer science student && programmer;

Ithaca, NY: 607-280-7928 | Toronto, ON: 416-620-0366

vzd2@cornell.edu | linkedin.com/in/vivianndai | vivianndai.github.io

EDUCATION

Cornell University Ithaca, NY

BS in Computer Science, Minor in Mathematics

Aug 2019 - May 2023

- GPA: 4.10/4.0, Dean's List
- Courses: Data Structures, Object-Oriented Programming, Functional Programming, Discrete Structures, Linear Algebra, Probability and Statistics, Microeconomics

EXPERIENCE

Software Team Member Oct 2019 – Present

Cornell Electric Vehicles

Ithaca, NY

- Assisted in implementing residual neural networks using PyTorch for an autonomous vehicle object-detection pipeline
- Designed and developed new CEV website
- · Redesigned all team graphics and logos with a new, elevated team branding for recruitment and sponsorships

Discrete Structures Teaching Assistant

Sep. 2020 - Present

Cornell University

Ithaca, NY

 Held discussion sections, graded assignments, and answered class questions weekly for Cornell's Discrete Mathematics course

Coding Instructor July 2020 – Aug 2020

MakerKids

Toronto, ON

• Taught computer science and robotics fundamentals to kids ages 5 - 13 with Scratch, Python, and Arduino

PROJECTS

Markov Horoscopes | Python, NLP

July 2020 - August 2020

- Developed a horoscope text generation application using Python
- Built a web-scraper using the BeautifulSoup framework for data collection of 4000+ past horoscopes
- Utilized a Markov chain model with memory of previous states to create realistic text generation

vivianndai.github.io | HTML/CSS

June 2020

Developed a visually-appealing personal portfolio website with HTML/CSS

Pollack's Cavern Maze Game | Java

April 2020

- Adapted an optimized DFS walk for an algorithmic maze path-finding game
- Created a modified Shortest Path Algorithm to collect a maximum amount of gold while reaching exit within a number of steps

Alien Invaders | Python

December 2019

• Created a Space Invaders clone with custom features, game design methodology, and graphical interfacing using the Kivy framework

SKILLS

Languages: Python, Java, OCaml, HTML/CSS

Tools: Git, VS Code, Cog, Eclipse, Microsoft Office, Adobe Photoshop