

ELIZABETH ZOU

Sport Programmer, Hackathon Fan, & Taekwondo Enthusiast

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EXPERIENCE

Information Security Intern

📍 San Diego, CA

Intuit – Security Research & Development

📅 May – Aug 2019

- Assessed the serverless deployment of Intuit Data Protection Service's Customer Management Database on AWS for security and deployment issues, and provided remediations where applicable
- Documented runbooks and playbooks for managing the service
- Deliverables include a data flow diagram, a threat model/attack map, automated tests, and monitoring/alerting infrastructure design

Software Engineer Intern

📍 Cambridge, MA

Microsoft – Xamarin Android

📅 Jan 2019

- Created analyzers that screen XML layout files for poorly written code in real-time, with multiple levels of diagnostics and user warning suppression
- Created a series of quick fixes for the analyzers, activated by a simple click
- Added support for a lint.xml file where users can define warning suppression for entire files and override attributes of the analyzers

Application Development Intern

📍 Grand Prairie, TX

Lockheed Martin – Missiles & Fire Control

📅 June – Aug 2017

- Used agile software engineering methods to enhance the user interface and user experience of the IETM for a logistics and sustainment application supporting the Air & Missile Defense maintenance operation
- Facilitated the daily review of software development & engineering activities

PROJECTS

Memory Eye

📍 HackMIT 2019 (Hackathon)

iOS Application

📅 Sept 2019

- Description:* Uses computer vision to help users with Alzheimer's remember their prized belongings and loved ones; users write their own stories by documenting their best memories, and uses the camera as a tool to relive them
- Role:* Worked on the computer vision backend with Azure Custom Vision

Card Game Client

📍 PennApps XX (Hackathon)

Web Application

📅 Sept 2019

- Description:* Play any card game with a standard 54-card deck remotely by transmitting interactions between all participating players in real time; built-in dealing, reset game, and chat for easy interaction between users
- Role:* Designed and programmed the UI/UX; created the landing page and chat function; hosted the backend server on Google Cloud Platform

AWARDS & ACHIEVEMENTS

- Jan 2019 Battlecode (AI competition) Finalist (Top 16 in the world)
- Apr 2017 National Winner of Lockheed Martin Code Quest
- Apr 2017 8th Place out of 8500 high school teams in picoCTF (Capture The Flag cybersecurity competition sponsored by CMU)
- Mar 2017 Winner of Hewlett-Packard CodeWars
- Feb 2017 USA Computing Olympiad Platinum (highest) Division

EDUCATION

Computer Science & Mathematics

Massachusetts Institute of Technology

📅 Aug 2018 – May 2022

GPA: 5.0

COURSEWORK

Linear Algebra • Algorithms • Computation Structures • Machine Learning • Probability & Random Variables • Computer & Network Security • Game Theory • Game Design

SKILLS

Algorithms Data Structures Docker
Git Front-End Back-End OOP
Bootstrap Socket.IO Android iOS
AWS Azure GCP Firebase

LANGUAGES

Proficient: Java • Python • C# • Go • Bash
Familiar: JavaScript • HTML • CSS • Swift • SQL • YAML • XML • MATLAB • Markdown

Native or Bilingual Proficiency: Chinese

ACTIVITIES

Technical Developer

Battlecode

📅 Feb 2019 – Present 📍 MIT

- Writes game code and creates game engine for the annual Battlecode competition and hackathon-style Battlehacks through the year

Tournament Coordinator

Sport Taekwondo

📅 Aug 2018 – Present 📍 MIT

- Organizes tournament sign ups and travel
- Made web app to ease tournament registration
github.com/wflms20110333/EZTourney
- Organized three-day bubble tea fundraiser amassing almost \$900 in profit
- Choreographed for, participated in, and helped lead the demonstration team
- NCTA National Championships Black Belt Female Team Poomsae Gold
- NCTA All-American & Scholastic All-American