Lillian Wang

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EDUCATION

University of California, Irvine, June 2020   GPA: 3.45/4.0
Bachelor of Science, Informatics

Coursework: Machine Learning and Data Mining, Programming in Java as a Second Language, Programming in C++ as a Second Language, Software Testing, Analysis, and Quality Assurance, Requirements Analysis and Engineering, Project in Human-Computer Interaction, Introduction to Data Management

SKILLS

- **Languages**: Python (Matplotlib, Flask), Java (JUnit), C++, SQL/MySQL
- **Tools**: Git/GitHub, Android Studio, Linux/Unix, Selenium, Visual Studio Code

EXPERIENCE

Neural Interaction Lab, University of California, San Diego
Freelance Programmer   **January 2021 - Present**
- **Jetson Nano**: Developing open-source software on the NVIDIA Jetson Nano for studying visual perception, to facilitate neuroscience research in developing countries.

Evoke Neuroscience, New York, NY
Data Analyst Intern   **January 2020 - June 2020**
- **Research Workbench**: Designed a cloud-based computing environment for visualizing an EEG dataset of over 50 thousand medical tests, helping researchers recognize the correlation between certain symptoms and brain disorders.
- **User Tutorials**: Wrote process documentation on how to create custom visualizations in Microsoft Power BI, allowing researchers to smoothly adopt the computing environment into their workflow.

The Fleischman Lab, University of California, Irvine
Research Assistant Intern   **Summer 2019**
- **HPC Cluster**: Processed cancer research data on UCI's high performance computing cluster, and increased the number of processing jobs that can be run at once by 4-fold.
- **WeAreMPN**: Redesigned lab landing page for blood cancer research recruitment to ease the navigation of lab news and events for older populations.

Game Developers Conference, San Francisco, CA
Conference Associate   **February 2017 – March 2017**
- Supervised presentations made by professional game developers over the course of a week-long conference attended by over 30 thousand people, and interacted with over one hundred attendees a day.

PROJECTS

- **UseByApp**: Published a grocery management app built to challenge the food waste problem that affects many college kitchens.
- **FriendBot-ELIZA (HackUCI 2020)**: Designed a psychotherapist Discord chatbot that uses NLP to detect and respond to a patient's attitude.
- **ToDoQu (HackUCI 2019)**: Created a productivity app that prioritizes tasks based on the 4 Quadrants of Time Management.