MICHELLE CHUANG

CONTACT

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EDUCATION

University of California, Berkeley

Sep. 2015 - May 2019
Major: Computer Science
Second Major: Cognitive Science
GPA: 3.17

TECHNICAL SKILLS

Languages & Frameworks

Proficient: Java, Python JavaScript, HTML/CSS, React

Familiar: C, C#, SQL, Ruby on Rails

Creative Software

Photo-editing: Adobe Lightroom, Adobe Photoshop

Graphic Design: Adobe Illustrator

RELEVANT COURSEWORK

- Data Structures and Algorithms
- Intro to Database Systems
- User Interface and Design
- Efficient Algorithms and Intractable Problems
- Operating Systems and Systems Programming

WORK EXPERIENCE

MongoDB *Software Engineering Intern*   May 2018 - Aug. 2018

- Implemented and improved UX features in Lobster, MongoDB's test log viewer, using JavaScript and the React framework
- Integrated a cluster visualizer into Lobster that maps test output to corresponding clusters, enabling users to view concurrent sharded cluster timelines and find important events
- Added unit tests for the functional React components of Lobster
- Refactored existing Lobster code, utilizing Redux and Flow to reduce redundancy and improve code readability

Computer Science Mentors (CSM) *CS 70 Tutor*   Jan. 2017 - May 2017

- Prepared weekly lesson plans covering topics from the Discrete Mathematics and Probability course for groups of 5-6 students

WattTime *Marketing Strategies Intern*   May 2016 - Aug. 2016

- Created marketing materials for a nonprofit startup focused on environmental solutions
- Designed and implemented a responsive email template for monthly reports using HTML/CSS

PROJECTS

Face Morphing - Python   October 2018

- Created an animated morph sequence of two faces using Delaunay triangulation
- Constructed each frame of the sequence by inverse warping the two images to an interemediate shape configuration and cross-dissolving the image colors

Raspberry Pi Jukebox - Python   Feb 2017 - April 2017

- A custom laser-cut wooden box with programmed LED lights that plays from a preset list of songs or phone connected via AUX chord
- Coded the volume control and track skipping on the Raspberry Pi with the built-in OMXPlayer

Betrayal - C# (Unity Game Engine)   Mar. 2017 - May 2017

- A top-down view game modeled after the Betrayal House on the Hill board game
- Created character and background art using Adobe Illustrator
- Wrote scripts for character movement in response to keyboard input from users

EXTRACURRICULAR ACTIVITIES

Theta Tau Engineering Fraternity   Aug. 2017 - present

Historian
- Documented networking and brotherhood events through photos and videos

Corresponding Secretary
- Communicated with the alumni and other chapters for various events
- Set up a mentorship system for alumni to help current members with career guidance

Associated Students of University of California   Aug. 2016 - May 2017

Design Director
- Oversaw the design process and delegated tasks for creating marketing materials for weeklong dance workshops (turnout of approximately 50 students per workshop)