

NIKKI WOO

nikki.k.woo@gmail.com | www.linkedin.com/in/nikki-woo | https://nikkiwoo.github.io

EDUCATION

University of California, Los Angeles
M.S. Computer Science

Expected Graduation: June 2022

University of California, Los Angeles
B.S. Computer Science and Engineering

September 2017 - June 2021

GPA: 3.94/4.00

Summa Cum Laude, Upsilon Pi Epsilon, Tau Beta Pi, Regents Scholarship, Rewriting the Code Fellow

Coursework: Artificial Intelligence, Software Engineering, Database Systems, Machine Learning, Cryptography, Programming Languages, Operating System Principles, Algorithms and Complexity, Data Structures and Algorithms

EXPERIENCE

Two Sigma

June 2021 – Present

Software Engineering Intern

Two Sigma | *Python, SQL, Pandas*
Software Engineering Intern

June 2020 – September 2020

- Devised and programmed process to identify and report unwanted, previously undetected historical changes to data.
- Produced program to compile daily and quarterly change reports to provide data points on accuracy of data vendors.
- Facilitated communication with various data analyst users to envision and execute the design of the project.

AT&T | *Python*

June 2019 – September 2019

Software Engineering Intern

- Expedited functionality verification of residential gateways via Python script utilizing various APIs for inter-device communication.
- Pioneered GUI to showcase real time status updates and allow for flexibility of process via manipulation of test variables.
- Slashed person hours required for brownout testing from 24 hours to under one hour.

Algorithmic Research in Information Flow Lab | *MATLAB*

June 2018 – August 2018

Undergraduate Researcher

- Investigated secure capacity of wireless data transmission within 1-2-1 networks.
- Programmed and evaluated various transmission path schemes via MATLAB, factoring in presence of wiretapper and different path relationships.
- Authored research visual aid that won the Summer Undergraduate Scholars Program 2018 Poster Symposium's "Best Poster".

PROJECTS

Fly the Friendly Sky | *Unity, C#*

January 2019 – June 2019

- Formulated and built a 2D pixel art long flight simulation survival game using the Unity software and C# scripts.
- Engineered game object interactions to institute a working game inventory, various scenes, and input-triggered animations.

LEADERSHIP

Upsilon Pi Epsilon at University of California, Los Angeles

May 2019 – Present

Tutoring Chair

- Chair test review and project hack sessions for introductory and upper division computer science classes.
- Guide students through various computer science topics, homework, and projects.

University of California, Los Angeles Housing

May 2018 – April 2020

Resident Assistant

- Supervised and fostered a positive living environment promoting safety, community, and belonging in the dormitories.
- Mediated and resolved conflicts between students, counseled individual students, and facilitated various social and educational events for over 100 students.

SKILLS/INTERESTS

Skills: Python, C/C++, SQL, Pandas, HTML/CSS

Interests: Dance, Yoga, Baking, Donuts