LAUREN HO

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EDUCATION

Brown University, Bachelor of Science, Computer Science

- GPA: 4.0
- Courses include:
 - Object-Oriented Programming in Java
 - User Interfaces and User Experience • Computer Systems

TECHNICAL EXPERIENCE

• Algorithms and Data Structures

Head Teaching Assistant, Brown University Computer Science Department

- HTA for: CSCI0150: Intro. To Object Oriented Programming and Computer Science
- Hire and manage a course staff of 40 Undergraduate Teaching Assistants
- Develop and improve introductory Java course with Professor Andy van Dam and 3 co-head TAs
- Organize course logistics for a class of 350+ students •

Founder, Akeso

- Developed a startup to benefit patients undergoing physical therapy and increase patient-therapist alliance
- Communicated with clinical directors in Providence and Boston area to optimize user experience and clinical impact
- Prototyped a mobile application on Xcode using Swift

Undergraduate Teaching Assistant, Brown University Computer Science Department

- TA for: CSCI0150: Intro. To Object Oriented Programming | CSCI0160: Intro. To Algorithms and Data Structures
- Held weekly lab sessions, design sections, and TA hours to socratically guide students through course material
- Graded and provided constructive feedback on Java projects and Python problem sets
- Humor TA: Responsible for developing course material and writing/directing traditional class skits

Co-Head Game Developer, Bergen County Academies

- Researched ocular capabilities and anatomy of animals from the African savannah
- Designed and built a 3D world using Unity Game Engine and Autodesk Maya to simulate the vision of animals .

PROJECTS

News For Good

- Web application (https://www.news4good.us/) that takes a user's news preferences and matches them with charities
- Filtered the matching process using frequency and readability of the news and charity text

Voices of America

- Designed a platform to give people who have faced discrimination a voice and sense of community
- Congregated archived and real-time input to analyze patterns and generate conversations to address trends
- Created a website using ArcGIS, HTML, CSS, Adobe Illustrator, and Adobe After-Effects

EXTRACURRICULAR ACTIVITIES

Women in Computer Science (WiCS), Mentor

- Provide support and encouragement to students taking computer science courses
- Advise students regarding continuing CS, recommended courses, research opportunities, resources, etc.

Fiction For Kids, Writer and Illustrator

- Author several original short stories selected for donation to child cancer patients
- Illustrate and digitize original storylines of popular fictional characters

Scarlet Aquatics: New Jersey Wave Division, Competitive Swimmer

- Nationally ranked 4th in the 100 and 200 breaststroke in Spring 2013
- . 1st place and current record holder in Eastern Zone Championships for 200 breaststroke

LANGUAGES AND INTERESTS

Proficient: Java, Python, C++, Swift, HTML, CSS, Javascript, and SQLite Familiarity: x86 Assembly, C, and Matlab Interests: Creative writing, 3D modeling, biomimicry, Greek mythology, traveling, biking, swimming, skiing

Expected Graduation: May 2019

• Software Engineering

• Computer Graphics

Spring 2017-Present

2016-2017

Fall 2016- 2017

Fall 2016

2016-Present

2015-Present

2005-2015

2014-2015

Spring 2017

