

Elizabeth Wu

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Education

Brown University

Providence, RI

SC.B. IN COMPUTER SCIENCE

September 2020 - May 2024

- **GPA:** 4.0/4.0
- **Relevant Coursework:** UI/UX, Introduction to Computer Graphics, Computer Vision, Data Science, Introduction to Software Engineering, Deep Learning, Introduction to Computer Systems, Data Structures and Algorithms, Statistical Interference, Discrete Math, Linear Algebra

Experience

Mercury

San Francisco, CA

SOFTWARE ENGINEERING INTERN

June - September 2023

- Worked as a **frontend engineer** using **React**, **Redux**, and **Typescript** with the Customer Experience (CX) Team
- Developed and redesigned multiple internal tools to optimize workflows for our customer support team
- Launched a refreshed, browser-responsive notification settings page for all Mercury users

Co-Director

Providence, RI

HACK@BROWN

August 2022 - April 2023

- Worked with all team members to organize the first in-person hackathon in over two years with **over 400 participants**
- Oversaw club finances in tandem with the Brown CS Department
- Collaborated closely with the Development Team to implement the website (2023.hackatbrown.org) in **React** and **Typescript**
- Created the 2023dayof.hackatbrown.org page with plain **HTML/CSS**

Experience Team Lead

Providence, RI

HACK@BROWN

September 2020 - August 2022

- Helped organize Brown's annual hackathon in a virtual format with **over 300 participants**
- Organized virtual panels for the 2021 hackathon participants featuring female industry professionals in tech, as well as company founders in the startup/entrepreneurship space.
- Organized virtual panels for the 2022 hackathon featuring advocates for both accessibility in tech and sustainability in tech.
- Created a hackathon guide on **Notion** to help navigate participants through the virtual format
- Maintained and ran the Discord server on the day of the hackathon to help answer questions and keep participants informed

Projects

Slingshot Iterative Design

Providence, RI

ITERATIVE PRODUCT DESIGN

November 2022

- Created a hi-fi prototype of a mobile app in **Figma** based on just the description and mission of Slingshot (YC S22)
- Iterated upon designs to improve user experience after critique sessions with peers
- Conducted **third-party user-testing** of the prototype for further critique

Found@Brown

Providence, RI

LOST AND FOUND WEB APP FOR BROWN UNIVERSITY STUDENTS AND STAFF

May 2022

- Worked in a team of five to create a website for Brown University students and staff to report their lost and found items.
- Created the website frontend using **React** and **Typescript**.
- Prototyped the website design in **Figma** and did the overall styling/frontend design.
- Implemented **secure user-authentication** using **Firebase**.
- Integrated the site's user-authentication with Brown University's Shibboleth, which provides **2-factor authentication**.

Skills

Programming Java, Python, Javascript, Typescript, C, C++, Scala, HTML, CSS, ReasonML, Racket

Frameworks React, Redux, NextJS, SQLite, Tensorflow, Firebase

Tools Figma, Docker, Adobe Suite (XD, Photoshop, Lightroom, Illustrator), Git, Github, Vim

Interests Curating Playlists, Crossword Puzzles, Longboarding, Piano, The Sims