Jenny Peng

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EDUCATION

University of Washington   est. Sep. 2021 – June 2025

Bachelor of Science in Computer Science, GPA: 3.79 (Dean's List)   *Seattle, Washington*

Relevant Courses: Computer Programming II, Hardware/Software Interface, Software Design & Implementation

Intended Courses: Foundations of Computing I, Linear Algebra, Data Structures and Parallelism, Introduction to Data Management, Systems Programming

TECHNICAL SKILLS

Programming Languages: Java (proficient), HTML/CSS (beginner), SQL (beginner), C++ (beginner), TypeScript (beginner)
Developer Tools & Frameworks: Visual Studio Code, IntelliJ, Figma, Git, React JS

WORK EXPERIENCE

Paul G. Allen School of Computer Science & Engineering | *CSE 351 Teaching Assistant*   **Sept. 2022 - Present**
- Teach 30 students in a weekly review section, hold office hours to answer individual student questions, grade assignments, and collaborate with other TAs to complete other course duties.
- Revise course readings to improve clarity; course topics include introducing C, x86-64 assembly, number representation, memory management, and basic computer architecture.

PROJECTS

Campus Path Finder | *Java, TypeScript, React JS, Java Spark, CSS*   **May 2022**
- Developed full-stack web application that calculates and displays the shortest path between two given locations at the University of Washington.
- Implemented a directed graph, Dijkstra's algorithm, and TypeScript React user interface.

Mob - Meal Date Planner | *HTML/CSS, React JS, Figma*   **Oct. 2021**
- Placed in the **top 3 finalists** for the studio track of Dubhacks, a twenty-four-hour hackathon.
- Won **Facebook Social Good award** for designing inclusive features that help build connections.
- Created Figma prototype, and collaborated with three team members to design a web app that helps users decide where/when to eat with friends.

Recipe Organizer | *Java, Java Swing, SQL*   **March 2021**
- Developed a desktop application that organizes user-inputted recipes for IB Computer Science HL internal assessment.
- Designed graphical user interface with Java Swing and implemented adding, reading, searching, and sorting features for recipes.
- Utilized SQL to store recipes and ingredients in relational tables.

LEADERSHIP / EXTRACURRICULAR

Advanced Robotics at UW | *Software Team Lead*   **Jan. 2022 – Present**
- Develop software for robot controls systems using C++, and collaborate with a team that represents the University of Washington in an annual Robomaster competition.

Bittermilk | *Indie Band*   **June 2020 – Present**
- Self-taught lead singer and lyricist in a band that produces original indie pop music.
- Wrote and recorded five singles which have amassed over **1,600,000 streams** on Spotify.

Music for Charity at UW   **April 2022 – May 2022**
- Volunteered as a violinist for Music for Charity at UW, a student organization that holds orchestra fundraiser concerts. Helped fundraise for Seattle Children's Hospital.

Online Business Co-Owner | *www.instagram.com/shop.cerulean/*   **June 2016 – Dec. 2021**
- Digitally drew original designs for shirts; self-taught in digital art and graphic design.
- Over 5,000 products sold world-wide; managed finances, designed Shopify website, and operated customer service.