

# Audrey Ostrom

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## EDUCATION

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**University of California - Santa Cruz**

Sep 2020 - Jun 2024

*Bachelor of Science in Computer Science, Minor in Statistics*

GPA: 3.81/4.0

## WORK EXPERIENCE

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**Full Stack Engineer Intern**, Sorbet - Remote

Sep 2024 - Present

- Developed customizable widgets for user profiles using Next.js, Redux, Tailwind, and Storybook for users to showcase their portfolio and freelance work with interactive previews and cropping
- Updated RESTful APIs using NestJS and PostgreSQL for widgets and image previews from third-party platforms

**Research Development Lead**, Tech4Good - Santa Cruz, CA

Mar 2023 - Present

- Oversaw 50+ undergraduates developing apps using Angular, ngRx, and Firebase for studies on social computing
- Built a prosocial community application and leveraged NLP and LLMs to generate personalized reflections from users' shared notes and increase positive user engagement by 60%
- Led sprint planning, code reviews, pull request management, and communications across 7 research teams via GitHub, Slack, and Airtable

**Software Developer Intern**, Open Source Program Office – Santa Cruz, CA

Jun 2024 - Sep 2024

- Worked on an open-source educational tech platform that teaches Angular, ngRx, RxJS, and Firebase through role-based modules, enabling beginners to build web development skills while creating real-world projects
- Created an in-browser interactive coding environment with StackBlitz WebContainers, CodeMirror, and PrismJS, allowing 60+ users to build Angular projects and enhance their situated learning through immediate feedback

**Teaching Assistant**, Baskin School of Engineering – Santa Cruz, CA

Jan 2022 - Sep 2024

- Mentored over 1000 students across 17 different courses covering discrete mathematics, data structures, algorithms, C, C++, and Python, resulting in 70% pass rates for these courses and more A's earned
- Cultivated a supportive learning environment through personalized 1:1 tutoring and multiple weekly group sections, significantly enhancing students' practical application of course material

## VOLUNTEERING

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**Mobile App Developer**, BluePrint - Santa Cruz, CA

Sep 2023 - Jun 2024

- Developed a React Native app with an Agile team for a non-profit animal rescue, enhancing operational efficiency and data accuracy by securely managing volunteer and upcoming organization event data per California wildlife guidelines

**Tech Director**, GraceHacks - Santa Cruz, CA

Jun 2023 - Jun 2024

- Directed a team of 4 to organize an in-person hackathon aimed at empowering women and underrepresented groups and oversaw event planning, logistics, and online engagement through targeted outreach
- Presented technical workshops on web and mobile development and source control to increase participant confidence

## PROJECTS

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**DishDelish**

Jan 2024 - Apr 2024

- Launched a Next.js site enabling users to reduce food waste by matching over 700 kitchen ingredients with recipes through third-party APIs and HuggingFace AI models so every ingredient can find a use
- Served as the primary scrum master, UI/UX designer, and back-end developer for a team of 5 to ensure a successful product delivery using Agile processes and principles
- Implemented a secure user account management system with NextAuth.js and MongoDB to improve data security

**CNN for Mice Sleep Analysis**

Mar 2023 - Jun 2023

- Designed a customized convolutional neural network with PyTorch and Pandas to classify sleep stages in mice based on gigabytes of EEG and EMG data collected at Zuo Labs over multiple 72-hour periods across several months
- Achieved up to 91% accuracy for sleep stage prediction with given dataset using two CNNs for interpreting EEG and EMG signals and then processing these signals through a series of linear layers

## TECHNICAL SKILLS

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- **Languages:** Python, C, C++, HTML, CSS, JavaScript, TypeScript, SQL, R, Matlab, Haskell
- **Tools/Frameworks:** Angular, React, React Native, Next.js, Express, Flask, FastAPI, Node.js, Firebase, PostgreSQL, MongoDB, AWS, Tensorflow, PyTorch, Git, Jest, Docker, LaTeX, Figma