

Sarah Lim

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EDUCATION

Northwestern University, B.A. Computer Science — 3.93/4.0 **Fall'14 — Spring'18 (Expected)**

Upper-level coursework: Design, Technology, and Research (DTR), Software Construction, Human-Computer Interaction, Algorithms, Theory of Computation, Artificial Intelligence, Machine Learning, Probabilistic Graphical Models, Programming Languages, Code Analysis and Transformation

Leadership and service: Weinberg College of Arts and Sciences Student Advisory Board; Weinberg Curricular Review Committee; Women in Computing; Northwestern Debate Society

WORK EXPERIENCE

Delta Lab, Undergraduate Researcher **Feb'15 — Present**

Researching tools and techniques for converting third-party websites into accessible HTML and CSS learning materials for novices. Working with Node.js, React, Redux, and Chrome Remote Debugging Protocol. Conducting user research, evaluating system performance, authoring papers.

EECS Department, Head Teaching Assistant **Sep'15 — Present**

Developing curriculum and assignments for 400+ students, mentoring and directing 25-person course staff, and lecturing on topics in functional programming and object-oriented data structures and algorithms.

Khan Academy, Software Engineering Intern **Summer'17**

Rebuilt exercise reports and implemented animations for the LearnStorm progress dashboard. Worked with React, Redux, GraphQL (Apollo Client, Graphene), and Python.

Center for Connected Learning, Software Developer **Jan'17 — April'17**

Added experimental Web Worker concurrency to the NetLogo Web agent-based modeling and simulation engine. Implemented linear algebra primitives, OLS regression, and the QR algorithm in CoffeeScript.

LinkedIn, User Interface Engineering Intern **Summer'16**

Developed Ember.js addon for charting data with native SVG DOM APIs, replacing the Highcharts library in the InMail Reporting product. Assisted design of recruiter relevance algorithms.

PUBLICATIONS

Sarah Lim. Ply: Visual Regression Pruning for Web Design Source Inspection. In *Proceedings of the CHI 2017 Extended Abstracts on Human Factors in Computing Systems*, May 2017.

PROJECTS

Constant Propagation (C++) — LLVM reaching definition + constant propagation pass for a toy language

Parcheesi (Rust) — networked bot for the Parcheesi board game

Ply (Chrome extensions, WebSockets, Node.js, React) — novel CSS inspector tool, heuristically computes source code relevance using image comparison metrics

Predicting the Popularity of User-Generated Discussion Questions (Python) — data collection and cleaning scripts for the Reddit API, using NLTK

Scout (Meteor) — real-time application for crowdsourcing and aggregating competition results

AWARDS & HONORS

- ▶ 1st Place, ACM CHI Student Research Competition
- ▶ Google Lime Scholarship
- ▶ Microsoft Tuition Scholarship
- ▶ Palantir Women in Technology Scholarship
- ▶ Box Engineering Diversity Scholarship
- ▶ Google GHC Travel Grant
- ▶ SC16 HPC for Undergrads
- ▶ Lime Connect Fellowship
- ▶ Undergraduate Research Grant
- ▶ Milton S. Florsheim Prize for Excellence in Debate

SKILLS

JavaScript/ES6, Python, React, Redux, HTML5, CSS3, Sass, Chrome Debugging Protocol
Familiar: Rust, Racket, C#, C, C++