

# SARAH MENG

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## EDUCATION

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**University of Virginia**, College of Arts and Sciences  
*Bachelor's in Computer Science, GPA 3.598*  
Minor in Linguistics  
Charlottesville, VA  
August 2016 – May 2020

Coursework: IT Concepts & Security (cyber, network, and physical security) • Algorithms • Defense Against the Dark Arts (cybersecurity attacks and defenses) • Computer Architecture • Cloud Computing • Web Programming Languages • Human-Computer Interaction

## SKILLS

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Technical: Java, C++, Python, Lean, PHP, JS, HTML/CSS, Git, Django, Tableau, LaTeX, MS Excel formulas, Adobe Dreamweaver/Photoshop. Familiar with AWS  
Languages: Spanish – proficient writing, conversational speaking  
Other: Usability testing, regex, data analysis, peer mediation, teamwork, fast learner

## EXPERIENCE

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*Teaching Assistant, Discrete Math (CS 2102)*  
August 2017 – May 2020

- Adapt to 4 different professors and their approaches to the course over 6 semesters
- Collaborate and coordinate with up to 2 professors and 20 TAs per semester over 6 semesters to better teach material, improve the course, and manage logistics

*Web Manager, Virginia Women's Chorus*  
January – December 2019

- Managed website updates to increase accessibility, improve usability, and update content

*Web/SWE Intern and Team Lead, HackCville*  
July – August 2018

- Designed and conducted usability tests with 2 teammates on HackCville's website
- Drafted 4 wireframes together for the home page based on feedback from 10 participants

## PROJECTS

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*UI/UX Developer, [SyllabiShare](https://syllabi-share.com)*  
June 2020 – present

- Develop web app using Django in a team of 4 to facilitate college syllabus sharing
- Improve UX by ensuring responsivity and accessibility
- Learned enough Django in one week to start adding new features

*Make Your Own Stationery (class project)*  
January – May 2019

- Developed web app prototype with a partner using PHP, JS, HTML, and CSS that would allow users to make custom stationery
- Learned enough PHP from scratch in one semester to develop a functioning, responsive website that uses cookies and login information with security and accessibility in mind

*"Hoogle" Prototyping (class project)*  
January – May 2018

- Built 3 digital/paper mock-ups of a student event system with 2 teammates
- Tested mock-ups together with 5 participants to evaluate usability and UX