

Christine Hu

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Education

Princeton University, Princeton, NJ | GPA: 4.0 June 2022

A.B. Candidate; Intended Concentration: Computer Science

- Relevant Coursework: Data Structures & Algorithms, Linear Algebra, Computer Graphics, Discrete Mathematics

Phillips Exeter Academy, Exeter, NH | GPA: 10.42/11.0 June 2017

- Awards: Early Inductee into Cum Laude Society (top 5% of class), 4-Year ROTC Scholarship Recipient, National Scholastic Silver Key Winner (Sculpture), Sherman W. Hoar Award for Excellence in American History
- Activities: Varsity Cross Country & Track and Field (co-captain and 6-time MVP), *The Exonian* (Sports co-editor)

Activities

Web Development Officer, Princeton Entrepreneurship Club Sep. 2018-Present

Technologies: React, PostgreSQL, JavaScript, HTML, CSS

- Build static and dynamic web pages for campus organizations
- Work with 12-person team to create internal web app that processes e-club applications

Designer, Student Design Agency Oct. 2018-Present

Technologies: Sketch, Adobe Illustrator

Experience

Google Summer of Code, Inclusive Design Institute Summer 2018

Technologies: JavaScript, Git, Phaser, InkScape

- Proposed, designed and developed a switch-accessible web game for children
- Researched and incorporated inclusive design principles
- Created original vector graphics with InkScape

Open Source Affinity Group Leader, Rewriting the Code Summer 2018 – Present

- Work with leadership team to set up two semesterly webinars on open source development
- Maintain active Facebook presence by sharing three informational posts per week
- Answer student questions and encourage deeper discussion on open source topics

Projects

Newbould's Revenge (Java) Winter 2017

- Implemented quad-tree search for collision detection; created original pixel art and animations with Piskel

Othello Player (Java) Winter 2017

- Implemented minimax and greedy algorithms to create two automated Othello players
- Stylized GUI with CSS and original graphics

Phillips Exeter Simulator (JavaScript, HTML, CSS, Java) January 2018

- Customized existing codebase and created original pixel art to create a choose-your-own adventure web game
- Wrote Java program to automate card generation