Francine Wei

(910)-899-0024 | franwei26@gmail.com | linkedin.com/in/francinewei | github.com/francinew6

EDUCATION

University of North Carolina at Chapel Hill **Expected May 2026**

Bachelor's Degree in Computer Science and Information Science, Minor in Neuroscience *GPA: 3.79/4.00*

Coursework: Data Structures and Analysis, Computer Organization, Systems Fundamental, Discrete Math, Foundations of SWE, Files and Databases, Modern Web Programming, Information Retrieval, Interactive Computer Graphics

Additional Activities: The Helping Hand Project UNC (Aug. 2022 – Present); Chapel Thrill Escapes (Aug. 2022 – May 2024); Kappa Phi Lambda (Jan. 2023 – Present); WinSPIRE (Aug. 2024 – Dec. 2024);

SKILLS

Programming Languages: Java, Python, SQL, Typescript, C, JavaScript
Technical Skills: Git, Agile Methodologies, Angular, HTML, CSS, React.js, Node.js, FastAPI, SQLAlchemy, Docker, OpenShift, Cloudflare, Streamlit, Flask, MATLAB, Autodesk Fusion360, OnShape, Groq API, Ollama, Jupyter Notebook

EXPERIENCES

Research Triangle AI Society (Dr. Paul Liu, NCSU) **Raleigh, NC**

AI and LLM Applications and Development Workshop Intern Dec. 2024

- Gained hands-on experience accessing LLMs via APIs and running models locally for customized use cases, deploying and optimizing open-source models with platforms like OpenAI, Ollama, and Groq, and developing web interfaces using Streamlit and Flask.

Outlier AI **Remote**

Intern Aug. 2023 – Present

- Refined AI-generated responses for accuracy, coherence, and relevance, improving readability and prompt adherence while collaborating with cross-functional teams to enhance large language model training.

The Helping Hand Project UNC **Chapel Hill, NC**

Frontend Developer Aug. 2022 – Present

- Spearheaded the development and maintenance of a website showcasing nonprofit prosthetic projects using HTML, Bulma CSS, and JavaScript, leveraging interactive 3D elements and outreach forms to enhance community engagement, drive user participation, and raise awareness.

Google **Remote**

CSSI Scholar June 2022 – Aug. 2022

- Built a full-stack route planner with Google Maps API to optimize campus travel during a 4-week Google-engineer-led mentorship, while completing 14 JavaScript projects to master core programming concepts.

PROJECTS

ShapeShift Prosthetics Nov. 2024 – Present

- Created and launched a platform in 24 hours using NiceGUI and Python to improve prosthetic accessibility, enabling users to generate 3D-printable, customized transradial prosthetics through an intuitive frontend and dynamic backend modeling.

CSXL Lab Open Hours Editor Aug. 2024 – Dec. 2024

- Designed and developed a full-stack, calendar-based open hours editor using Angular, TypeScript, CSS grids, FastAPI, and SQLAlchemy, integrating authentication, recurring schedule support, and new API endpoints into an existing production system to enhance admin functionality.

Ravr Case Study Jan. 2024 – May 2024

- Designed a Figma prototype to tackle social connectivity challenges for college students, leveraging user research and UX strategies to enhance interaction and foster community building.

Heat Adjustable SmartSkin Sensor Jan. 2023 – May 2023

- Programmed Python and Arduino IDE to transmit sensor data via BLE, visualizing real-time data with dynamic graphs and optimizing transmission protocols in collaboration with a multidisciplinary research team.