

Emily Yu

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Work Experience

- Confluent, Software Engineer** Aug '22 to Aug '23
- Contribute 3 features to Stream Sharing and assist in product launch
 - Increased system test coverage by 300% for 30+ microservice endpoints
 - Added modularity to all tests and documented processes for adding new endpoints
 - Collaborated with other teams to identify data integrity errors in 2 external services
 - Led metrics migration from Datadog to New Relic
- Stream Engine, Lead Engineer** Jan '22 to Dec '22
- Stream Engine, Software Engineer** Oct '20 to Dec '21
- Reconciled requirements from potential clients with product roadmap, leading to 2 successful partnerships.
 - Led front-end team of 6 engineers for core web app using Chakra.UI and React.js
 - Developed scripts using pandas to automate data generation for 4 clients
- Confluent, Software Engineering Intern** Jun '21 to Aug '21
- End-to-end development for Stream Sharing proof of concept, using React and Redux.
 - Develop and deploy a RESTful API using Django and AWS, integrated with a DynamoDB database
- MetLife, Inc., Software Engineering Intern** Jun '19 to Aug '20
- Created and integrated a new .NET service to securely access user information and fetch data from ServiceNow
 - Implemented 11 different reusable components used across Metlife's HR tooling platform
 - Implemented company-wide reservation system used across 7 campuses using React Native
 - Built prototypes for emerging applications using Angular.js and Electron, of which one was selected for development
- Tencent America - WeChat, Business Analytics Intern** Jun '18 to Aug '18
- Researched market competitors and American target audience to suggest app improvements
 - Led two other interns to deliver project and present results to the Board of Directors
- Flipword, Software Engineering Intern** Jun '17 to Aug '17
- Implemented UI features based on Zeplin prototype specifications for Chrome extension
 - Created visualization using d3.js to show language learning mastery

Leadership

- Major League Hacking, Coach** Jan '19 to Present
- Represent 5+ sponsors and oversee teams of 10+ organizers at global hackathons with 1000+ participants
 - Write technical pieces for sponsor promotion and hacker engagement promoted on company social media
- HackNYU, Logistics Chair** Nov '18 to May '22
- Coordinated logistics and led team of 6 to organize an international hackathon (Shanghai, Abu Dhabi) of 500+ students
- PalyHacks, Founder & Lead Organizer, Operations Supervisor** Aug '16 to Aug '19
- Acquired over \$6,000 in sponsorships from 9 companies and led all promotion efforts
 - Worked with Tencent to fly hackathon winners to America from China, where winners presented ideas to project managers

Projects

- Piccoku, Hacktech 2018 - Most Technically Advanced Hack** 2018
- An iOS app that transforms images into haiku-style poetry with poems publicly hosted on Rails-backed server
 - Extracts keywords using Microsoft Azure, then combines words from DataMuse API to make a coherent haiku
- League Voice, Riot Games Hackathon 2017** 2017
- Google Home chatbot for game action recommendations based on analyzing player performance from Riot API
 - Selected for two years (2017, 2018) as one of 50 out of 2500+ applicants, all expenses paid (including flight to Los Angeles)

Skills

Languages Python, Golang, HTML, CSS, Javascript, Swift, C++

Frameworks MongoDB, MySQL, Selenium, Flask, Node, jQuery, React Native, React, Redux, Angular, SCSS, Next.js

Education

- New York University** Aug '18 to May '22
- B.S. Computer Science, minor in Game Engineering