

Emily Yu

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Experience

Software Engineer, TLDR Media – Remote

Apr 2024 to May 2024

- Created Next.js endpoints for managing user email subscriptions in Supabase
- Deployed results from 4 A/B tests on Posthog to core product
- Fixed 3 errors on interface rendering and investigated potential long-term solutions

Software Engineer, Confluent – Mountain View, CA

Aug 2022 to Aug 2023

- Contribute 3 features to Stream Sharing and assist in product launch
- Increased system test coverage by 300% for 30+ microservices
- 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

Lead Software Engineer, Stream Engine – Irvine, CA

Jan 2022 to Dec 2022

Software Engineer

Oct 2020 to Dec 2021

- Reconciled requirements from potential clients with product roadmap, leading to 2 successful partnerships
- Led team of 6 engineers to develop analytics platform with Next.js and Google Cloud functions
- Built company landing page with React.js and Chakra.UI based on Figma prototypes
- Developed analytics functions using Pandas and Scikit-Learn to deliver 30+ metrics for 4 clients

Software Engineering Intern, Confluent – Mountain View, CA

Jun 2021 to Aug 2021

- 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

Software Engineering Intern, MetLife – New York City, NY

Jun 2019 to Aug 2020

- 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

Business Analytics Intern, Tencent America – Palo Alto, CA

Jun 2018 to Aug 2018

- 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

Software Engineering Intern, Flipword – Stanford, CA

June 2017 to Aug 2017

- Implemented UI features based on Zeplin prototype specifications for Chrome extension
- Created visualization using d3.js to show language learning mastery

Education

New York University – B.S. in Computer Science, minor in Game Engineering

Aug '18 to May '22

- Activities & Coursework: Head of Logistics at HackNYU, Human Computer Interaction, AI

Skills & Interests

Skills: Typescript, Javascript, HTML, SCSS/CSS, Python, Golang, Swift, React, React Native, Redux, Next.js, Node, Docker, Kubernetes, Git, PostgreSQL, Django, jQuery, Tailwind CSS, Chakra UI, Vercel, Datadog

Interests: Competitive badminton, sports photography, cinematography, reading, trail running, psychology

Volunteering & Projects

Major League Hacking Coach

Jan 2019 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

League Voice, Riot Games Hackathon

github.com/LeagueVoice

- Google Home chatbot for game action recommendations based on analyzing player performance from Riot API
- Sponsored attendee for 2 consecutive years out of 2500+ applicants in the global developer community