

# Emily Yu

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## Education

**New York University, Tandon School of Engineering** Aug '18 to May 22' (Expected)  
• B.S. Computer Science, minoring in Game Engineering

## Work Experience

**Stream Engine, Software Engineer Co-op** Oct '20 to Present  
• Co-lead team of 6 engineers for core web app using Chakra.UI and React.js  
• Automate core data generation using pandas and query .csv files for custom client-requested data

**Confluent, Software Engineering Intern** June '21 to August '21  
• End-to-end development for React application using Redux  
• Develop HTTPS endpoints for REST API hosted on Django server using AWS Elastic Beanstalk  
• Design DynamoDB database schema and create endpoints for Django server

**MetLife, Inc., Mobile and Web Development 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 Development and Marketing 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, Web Development 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  
• Act as a North American representative in official global student hackathon community  
• Mentor student organizers and hackers on-site and remotely for collegiate and high school events  
• Write technical pieces for sponsor promotion and hacker engagement promoted on company social media

**HackNYU, Logistics Chair** Nov '18 to Present  
• Coordinated logistics and led team of 6 to organize an international hackathon (Shanghai, Abu Dhabi) of 500+ students  
• Negotiated with sponsors to reduce price of shirt to save organization over \$900

**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  
• Mentored new organizing team of 6 for future year events and developed website, palyhacks.io

## Personal Projects

**Piccoku, Hacktech 2018** 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  
• DialogFlow-run Google Home application gives assistance in League of Legends to improve gameplay.  
• Node.js server pulls information from Riot API and community monitored static data sources.  
• Selected for two years (2017, 2018) as one of 50 out of 2500+ applicants, all expenses paid (including flight to Los Angeles)

## Skills

• **Programming Languages:** Swift, Bash, Python, Java, SQL, HTML, SCSS/CSS, Javascript, Golang, C++  
• **Tools:** Git, Xcode, VScode, MongoDB, MySQL, Selenium, OpenGL, Firebase, Heroku, Flask, Node, jQuery, Handlebars, React Native, React, Redux, Angular

## Awards

• **Best Health Hack from Platinum Performance, SLOHacks 2019**  
• **Best Entertainment Hack, Hacktech 2018**  
• **Best Hack from Intuit Challenge, SLOHacks 2018**  
• **Top 15% Overall Hack and Best MongoDB Stitch Hack (2nd), PennApps XVIII 2018**  
• **Most Technically Advanced Hack, HackNY Fall 2018**