

Tammy Liu

programmer. designer.

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// skills

Scala	Java
C++	Python
JavaScript	HTML/CSS

Git	Play
MongoDB	ExpressJS
AngularJS	Node.js

Sketch	Illustrator
Photoshop	InDesign

// experience

National University of Singapore – course developer singapore, sept – dec 2016

Python, Node.js

- developed a course structure for “Machine Learning driven Data Science”
- collaborated with a team of 30 to create “Connect Using APIs” course content on API development, with emphasis on industry practices

Hootsuite – backend developer

vancouver, jan – apr 2016

Scala, Play Framework

- created a high performance Scala and Play microservice, serving more than 8000 requests per second, by re-architecting monolithic PHP code
- developed product health checks for a new microservice communication infrastructure with Consul

MetricWire – UI/UX designer & frontend developer

waterloo, may – aug 2015

MEAN stack, Sketch

- designed and implemented UI/UX layouts and improvements for existing and new features with Sketch, AngularJS, HTML, and CSS
- architected database for modular design and code sustainability with MongoDB

// projects

UW NanoRobotics Group – controls team lead

sept 2014 – present

Python, C++

- built controls GUI features to maneuver micro-robots with actuators and Python
- migrated legacy code base to a C++ architecture to promote sustainable code

Tech Retreat – project manager

2015, 2016

- supervised and planned Hackathon & Learnathon for over 150 high school students
- coordinated event design, logistics, and judging with a team of 22 organizers

// achievements

1st for Microassembly, Mobile Microrobotics international robot challenge 2016

represented and competed with the UW NanoRobotics Group at the IEEE Conference for Robotics and Automation (ICRA)

Technical blog post featured in an O'Reilly book for Microservices Architecture 2016

explained Hootsuite's practices of migrating from a monolith to microservices

// education

University of Waterloo

2014 – 2019 (expected)

candidate for Bachelor of Software Engineering (Cognitive Science Minor)

// interests

studying machine learning and data science, olympic recurve archery at 18m, playing and creating story-driven games