Tammy Liu

programmer. designer.

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// skills

Scala	Haskell
C++	Java
Swift	SQL
Python	PHP
JavaScript	HTML/CSS
Sketch	Illustrator
Photoshop	InDesign

// education

University of Waterloo
2014 – 2019
Bachelor of Software
Engineering
(Cognitive Science Minor)

// interests

- 🎮 story rich games
- 🥋 martial arts
- 🎨 pretty & quirky designs

// experience

Facebook – software engineer   menlo park, jan – apr 2018
Hack/PHP, Presto/SQL, Python, Haskell
- designed and built data infrastructure to report key metrics for GDPR consent flow, by creating scalable data pipelines and intuitive data visualizations
- migrated and redesigned table schema to comply with data regulations, while managing 20,000 downstream dependencies

Asana – mobile iOS engineer   san francisco, may – aug 2017
Swift, Objective-C
- built user profile pages feature to increase collaboration between users, and A/B tested to over 100,000 users resulting in increased mobile usage
- co-lead accessibility initiatives by documenting best practices, suggesting future steps, and improving VoiceOver compatibility for the visually impaired

National University of Singapore – course developer   singapore, sept – dec 2016
Python, Node.js
- developed course structure and preliminary content for "Machine Learning driven Data Science" with Python and Jupyter Notebook
- collaborated with a team of 30 to create "Connect Using APIs" course content on API development, with an emphasis on industry practices using Node.js

Hootsuite – backend developer   vancouver, jan – apr 2016
Scala, Play Framework
- created a high performance Scala and Play microservice, serving more than 8,000 requests per second, by re-architecting monolithic PHP code

MetricWire – UI/UX designer & frontend developer   waterloo, may – aug 2015
MEAN stack, Sketch
- designed and implemented UI/UX for a research participation incentive system and existing features using Sketch, AngularJS, and HTML/CSS

// projects

UW NanoRobotics Group – controls team lead   2014 – 2018
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

Technical blog post featured in an O'Reilly book for Microservices Architecture 2016
explained Hootsuite's practices of migrating from a monolith to microservices

1st for Microassembly, Mobile Microrobotics international robotics challenge   2016
represented the UW NanoRobotics Group and competed at the IEEE Conference for Robotics and Automation (ICRA)