# Tammy Liu

programmer. designer.

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github.com/aneedalie

# // skills

Scala Swift
Java C++
Python JavaScript
HTML/CSS

Git Play MongoDB AngularJS Node.js

Sketch Illustrator Photoshop InDesign

## // interests

story rich games



nretty & quirky designs

# // experience

Asana – mobile iOS engineer

gineer 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, suggested future steps, and improved 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
- developed production health checks for new microservices communication infrastructure with Consul

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

# ${\color{red} \textbf{UW NanoRobotics Group}-controls\ team\ lead} \\$

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

**Technical** <u>blog post</u> **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)

## // education

## **University of Waterloo**

2014 – 2019 (expected)

candidate for Bachelor of Software Engineering (Cognitive Science Minor)