

Emily Son

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Experience

Software Engineering Intern, Oracle – New York, NY 2023

- Developed cloud infrastructure supporting over 1 million users per year using Oracle Cloud Console
- Built tooling enabling customers to migrate hosts from AWS to OCI, increasing workload performance from 256,000 IOPS to 22,000,000 read and 7,000,000 write IOPS
- Restructured VMware greenfield development to support customers provisioning multiple host clusters
- Saved customers over 24x effort by creating a multi-select tooling to streamline discovery scheduling

Senior Revenue Operations Analyst, Bentobox – New York, NY 2021 - 2022

- Systematized task management and operations workflows, improving project turnaround time by ~20%
- Automated lifecycle campaigns for sales and marketing, saving over 20 times of outreach effort
- Produced documentation for marketing & sales tools and technologies, infrastructure, workflows, and reporting

Senior Growth Analyst, Bentobox – New York, NY 2018 - 2021

- Architected and automated data collection and reporting, capturing 99% of lead generation
- Performed data analysis on lead and customer acquisition, retention, and churn to guide C-suite decisions
- Formulated data cleansing and manipulation programs through routine debugging and analysis

Marketing and Data Associate, Masterclassing – New York, NY 2016 - 2018

- Optimized attendee traffic and event form submission data through planned website redesign features
- Led database migration strategy and execution to Oracle Eloqua, improving structure and speed by over 50%

Projects

Library App | *Python, PostgreSQL, argparse* github.com/EmilyIsCoding/my-library-app

- Engineered a CLI app that allows users to access a library catalog for every book ever published
- Utilized argparse to interface Open Library API and provide a way for users to manage a reading list of books

Package Tracker | *Javascript, React, Express, Node, PostgreSQL* github.com/EmilyIsCoding/package-tracker

- Built a shipment tracking app that centralizes shipments in one place, reducing the need to have multiple trackers
- Utilized EasyPost API to allow users to track packages, followed RESTful design to support CRUD operations

Fishing Mini-Game | *Unity, C#* github.com/EmilyIsCoding/capstone-fishing-game-rpg

- Designed a realistic physics-based fishing game using Unity and C#
- Encoded gravitational forces such as air drag, buoyancy, and the strength of the rod for realism
- Manipulated player feedback to simulate a system of push and pull with the fish and rod

Skills

Languages: Python, JavaScript, C#, HTML, CSS, TypeScript, SQL, PostgreSQL, MySQL

Frameworks and Libraries: React, Flask, Express, Node.js, Bootstrap, Redux

Testing: Jest, React Testing Library

Tools: Git, REST, Linux, Jira, Oracle Cloud Infrastructure, Postman, Heroku, Unity, Figma, VMware, Amazon Web Services

Education

Ada Developers Academy – PERN, Full-Stack Web Development, Agile, Test-Driven Development Certified 2023

Stony Brook University – Bachelor of Science (Business Management) | 3.87 GPA | Summa Cum Laude Graduated 2016