




Haley Ogier

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 [Personal Portfolio](#)

 [LinkedIn](#)

 [Github](#)

EDUCATION:

Bachelor of Science in Computer Science and Mathematics (Data and Statistics)

May 2026 - 3.7/4.0

University of Massachusetts Amherst: Manning College of Information and Computer Sciences

Relevant Coursework: Data Structures, Algorithms, Object-Oriented Programming, Software Development, Artificial Intelligence, Programming Methodologies, Fundamentals of Programming, Calculus, Operating Systems, Linear algebra, Statistics

Extracurriculars: CodePath Interview Prep Course, Rewriting the Code (RTC), Society of Women Engineers (SWE)

SKILLS AND CERTIFICATES:

Languages: Python, C++, SQL, Java, C, Typescript, Javascript, CSS, HTML, Swift, P Language

Tools and Libraries: React.js, Node.js, PyTorch, Pandas, NumPy, Matplotlib, Jupyter Notebooks, Github/Git, OpenTelemetry, Spring Boot, OpenSearch, Grafana, Gradle, Docker, AWS, Jenkins, Google Cloud Platform, MongoDB, Arduino and VSCode

Certificates: AWS Certified Cloud Practitioner, Querying Data from PostgreSQL, Machine Learning & GCP, Using Machine Learning in Trading and Finance, Version Control and Git, Introduction to iOS Mobile Application Development

EXPERIENCE:

Software Engineer Intern at American Express

Phoenix, AZ

June 2025 - August 2025

- **Designed**, implemented, and pushed to production a data instrumentation **pipeline** integrating **OpenTelemetry** and Micrometer into an internal **API**, exporting **119** unique metrics to ELF tracing and **OpenSearch** for real-time visibility across **10+ teams** via centralized Grafana dashboards.
- Monitored and **aggregated 7K+** daily performance **data** points, applying transformations and **trend analysis** to deliver actionable insights that **reduced downtime** incidents and improved transparency across business units.
- Built and **optimized** Lucene queries to manipulate **100M+ records**, enabling faster, **data-driven decisions** and enhancing cross-team collaboration.
- Won **1st place** regionally and **3rd place nationally** in the Global Intern Hackathon by developing a Slack bot to answer questions, scrape documentation, and connect employees to domain experts.

Software Engineer Intern at Fidelity Investments

Merrimack, NH

June 2024 - August 2024

- **Collaborated** with a team of 6 software engineers to develop an internal health status page, monitoring the health of business units and their products in order to reduce downtime to over 100 employees.
- Utilized **AWS**, **Docker**, **Jenkins**, and **PHP** to create a robust platform that expedited issue resolution and minimized downtime.
- Improved inter-departmental collaboration and operational responsiveness to over 7 teams.

Undergraduate Course Assistant at UMass Amherst

September 2024 - Present

- Assisted and supported over 35 students in mastering **Object-Oriented Programming** using **Java** and **Python**, ensuring a deep understanding of key concepts.
- Provided one-on-one tutoring to over 30 students, significantly improving their coding skills and academic performance by breaking down complex programming topics into manageable segments.

Student Ambassador at UMass Amherst

March 2023 - Present

- Served as an outstanding student leader at UMass Amherst, representing Manning College, exemplifying academic excellence and inspiring both prospective and current students.
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SIDE PROJECTS:

Momentum Trading Algorithm (Python, NumPy, Pandas, Matplotlib)

March 2024 - July 2024

Developed a Python-based trading algorithm designed for the **SOXL ETF**, using key technical indicators like Stochastic RSI, RSI, EMA, and ATR to determine optimal buy and sell points. It includes **backtesting** functionality, which showed impressive results over 719 days achieving a total return of **154.96%** and average annual return (**CAGR**) of **60.87%**. This algorithm significantly outperformed the QQQ benchmark (CAGR: 21.6%) by approximately **3x**.

Codestrike Leetcode Game (Javascript, HTML, CSS, React.js, Node.js)

November 2024 - December 2024

Collaborated with a team of 6 to develop a 1 vs. 1 competitive coding game that makes practicing algorithms engaging and fun. Served as a **full-stack developer** to engineer the backend using **JavaScript** and **API integrations**, implemented real-time gameplay with **Socket.io**, and managed the design and development of the frontend.