Loren Heubert-Aubry

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Education University of Michigan, Ann Arbor, MI

Bachelor of Science in Information, Minor in Computer Science (2014-Present)

Expected graduation: December 2018

Coursework: Data Structures & Algorithms, Computer Organization, Online Communities, HCI

Experience & Leadership

Software Development Intern, UnitedHealth Group

Boston, MA (June - August 2017)

Created front-end interface using markup, Angular, and jQuery. Accessed, joined, and enriched data tables to feed into ElasticSearch with Pig and Hive. Led team as Scrum Master, keeping teammates on task, planning meetings, and facilitating talks with product owners.

Southfield, MI (June - August 2016)

Constructed internal hub site for innovation in tech at UHG using markup languages. Tested various internal sites for accessibility using NVDA. Designed and implemented Buzzword Bingo, an online-multiplayer bingo web game using buzzwords said at meetings using markup and jQuery.

Projects

HouseMate

MHacks, University of Michigan (September 2017)

Used React Native and Expo to create a cross-platform mobile application which runs an automated chore wheel for housemates. Worked with Capital One's Nessie API to create system in which participants who do not complete their chore are charged a small sum of money from their bank account, which is placed in a house pool account to be used at the end of the month. Responsible for much of Front-End interface and MixMax email notification integration.

TalkNess

MHacks, University of Michigan (February 2017)

Programmed chat bot to allow banking functionality (transactions, checking balances, etc) via text. Created bot using natural language processing, Twilio, and the Capital One Nessie API.

Highlight

MHacks, University of Michigan (September 2015)

Designed and coded user interface for mobile iOS application in Swift and XCode. Created framework which allows for the searching of text on a physical page akin to the Command + F function on computers. Was awarded prize for Best Business Solution App Leveraging Open Source, Sponsored by Goldman Sachs.

Extracurriculars

Writer, Every Three Weekly Satire Newspaper

Ann Arbor, MI (September 2014 - Present)

One of ten students selected out of sixty candidates in a rigorous application process. Generated 8-10 original story ideas per publication cycle in a fast-paced work environment. Wrote, revised, and published professional-quality articles in award-winning university-wide satire newspaper (circulation: 8000+).

Skills

Proficient in HTML, CSS, Javascript, Bootstrap, Jquery, Angular, C, C++, C#, Python, Verilog, SQL.

Familiar with React Native, Pig, Hive, Sass, MIPS Assembly, Natural Language Processing.

Thorough understanding of accessibility requirements in web development and testing sites with NVDA. Experienced in creating 2D and 3D games in the Unity engine, including gameplay, intuitive levels, mechanics, and art assets.

Proficient with a digital tablet and pen in the 3D sculpting software ZBrush.

Proficient in Adobe Photoshop and Illustrator.

Speak proficient French and conversational Spanish.