

Edward S. Ly

A talented and versatile software engineer born and raised in the Portland, Oregon metro area. Member of American Mensa, the Audio Engineering Society, and the Phi Beta Kappa Honor Society.

EXPERIENCE

Software Engineer, Aizu-Wakamatsu, Fukushima, Japan — *Eyes, JAPAN*

October 2018 - Present

Developed and deployed multiple back-end APIs and databases based on Ruby on Rails, Grape, and MySQL for web and mobile applications. Such applications were developed in a startup environment for both public- and private-sector clients from various industries including health care and infrastructure.

Engineering Intern, Oakland, CA — *We Vote USA*

July 2017 - September 2018

Contributed to an open-source social networking web application that brings ballot information to the voters in order to increase voter turnout. Worked remotely through GitHub to develop new features and resolve issues to both the front-end interface (React, Sass) and the back-end API (Django, PostgreSQL).

Xtern Bootcamp, Indianapolis, IN — *powered by Techpoint*

May 2016 - July 2016

Selected as one of 25 students to be a part of the Xtern Bootcamp in its inaugural year. Intensive 10-week training program built to close the skills gap between the CS degree and industry demand. Project-based curriculum focused on full-stack development with the MEAN stack.

PROJECTS

Genetic Reverb

Developed a VST 2 audio effect plugin in MATLAB that performs convolution reverb with a room impulse response that is randomly generated via a genetic algorithm. Nominated as a finalist in the MATLAB Plugin Student Competition at the 147th AES Convention in New York (October 2019), and received a travel grant to attend the convention and competition.

Kinect Konductor

Developed an open-source application for Linux that utilizes the Microsoft Kinect for Windows v1 to conduct music in real-time using MIDI. Written in C, the application acquires and processes depth images from the Kinect to track the hand and detect beats, thereby triggering and scheduling MIDI notes for playback.

LANGUAGES

English (Native, TOEFL iBT 106), Japanese (Intermediate)

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🌐 <https://github.com/edward-ly>

🌐 <https://www.linkedin.com/in/esly14>

SKILLS

Programming Languages:

C/C++	● ● ● ● ●	5 years
JavaScript	● ● ● ● ○	2 years
HTML/CSS	● ● ● ● ○	2 years
MATLAB	● ● ● ● ○	2 years
Python	● ● ● ● ○	2 years
Ruby	● ● ● ● ○	2 years

Other Skills:

Git CLI	● ● ● ● ●	3 years
AWS, Heroku	● ● ● ○ ○	1 year

AWARDS

Benjamin A. Gilman International Scholarship Recipient, U.S. Department of State, August 2013 – May 2014

Phi Beta Kappa Honor Society Member, Earlham College Class of 2016, Delta Chapter of Indiana

EDUCATION

University of Aizu, Aizu-Wakamatsu, Fukushima, Japan — *M.S. in Computer Science and Engineering*

October 2018 - Present

Earlham College, Richmond, IN — *B.A. in Computer Science and Mathematics*

August 2014 - December 2016

3.93/4.00 cumulative GPA, 4.00/4.00 computer science major GPA.

National University of Singapore, Singapore — *University Scholars Programme*

August 2013 - May 2014

International exchange program in partnership with the Clark Honors College at the University of Oregon.