

JOHNNY LY

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Education

University of California, Merced

August 2019 – May 2023

Bachelor of Science in Computer Science and Engineering

Merced, CA

GPA: 3.64

Relevant Coursework

Data Structures, Algorithm Design and Analysis, Object Oriented Programming, Database Systems, Software Engineering, Human-Computer Interaction, Computer Architecture, Digital Image Processing, Discrete Mathematics, Programming in Java

Experience

JPMorgan Chase & Co.

June 2022 – August 2022

Software Engineer Intern

New York, NY

- Modernized the Loan Editor App for the Markets Technology Team used for managing loan deliveries, delivering traded pools to several agencies, and identifying and remediating data quality issues that may prevent loan sales.
- Handled the Dynamic rendering of UI components for the Loan Editor through JSON data from multiple API endpoints to streamline workflow and efficiency.
- Developed the frontend using React, Redux, and the JPMC UI Toolkit for a more seamless user interface and efficient state management system.
- Implemented the logic for handling UI changes for loan data edits and changes utilizing Typescript and React functional components.

UC Merced Fiat Lux Scholars Program

August 2021 – May 2022

Academic Scholar

Merced, CA

- Planned, coordinated, and implemented large scale social events to facilitate connections and contribute to building community among participants in the program.
- Provided referrals to academic learning support services on campus; make announcements and share resources to Fiat Lux related programming.
- Met one on one with first-year Fiat Lux scholars to develop a set of academic goals and plans.
- Served as a Liaison between Fiat Lux Scholars and Program Staff.

Yosemite National Park Coronavirus Time Capsule Team

September 2020 – May 2021

Undergraduate Student Researcher

Merced, CA

- Co-authored in a Case Study Article evaluating the impact of the COVID-19 pandemic on Yosemite National Park.
- Discussed what a new "normal" would look for tourism and park management for the National Park Service.
- Assisted with researching quantitative and qualitative changes in Yosemite National Park in relation to COVID-19 restrictions and lock downs.

Projects

FlyerScan | *Flask, HTML, CSS, Bootstrap, SQLite, Git*

January 2023 - May 2023

- Streamlined process of tracking on-campus events by enabling easy integration of scanned physical flyer data into users' personal calendars through Optical Character Recognition and Natural Language Processing technologies.
- Created a user-friendly and mobile-responsive interface for reviewing and confirming event details, enabling manual corrections through speech detection or keyboard input.
- Enabled users to conveniently access the scanned flyer history page and perform manual edits to essential parameters including date, time, location, and event information, ensuring accurate capture and customization.

DevTracker | *ReactJS, NodeJS, Bootstrap, Spring Boot, MySQL, StatSVN, Git*

September 2022 - December 2022

- Developed a web application allowing product managers and developers at Western Digital to view Key Performance Indicator reports providing critical insights for resource planning and development activities.
- Designed an intuitive user interface allowing users to filter data from different KPIs, view reports with corresponding graphs and tables, and export data to a .csv file.
- Implemented a user login with account management to organize KPI reports based on project repositories and developer activity.

Technical Skills

Languages: **Python, HTML, CSS, JavaScript**, TypeScript, C/C++, Java, SQL, LaTeX

Technologies: **ReactJS, NodeJS, Redux, REST, Bootstrap, Scss, Git**, Bitbucket, Jira, AGILE, Media Queries, Material UI, Swagger UI, MySQL, Flask, Figma, Canva, Lightroom, Photoshop