

# Loren Heubert-Aubry

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## Education

### University of Michigan, Ann Arbor, MI

#### Bachelor of Science in Information – UX Track, Minor in Computer Science (December 2018)

Coursework: Data Structures & Algorithms, Computer Organization, Web Databases & Information Systems, Online Communities, HCI, Data Manipulation

## Work Experience

### Optum Technology, Software Engineer

#### Boston, MA (June 2019 – Present)

Develop variety of new front-end features and automated tests in React for online platform geared towards preparing readiness teams for peak season. Lead and participate in feature solutioning sessions with team and product owner. Use MSSQL to develop new stored procedures in database for manipulating notification and product data. Developed early notification center server pipeline and API in Golang.

Developed production-level Java code for internal claims processing engine. Used Oracle Database and SQL in test-driven environment in order to test new features and diagnose failed claims across dev, test, stage, and prod environments. Lead early development of Kafka integration to project. Wrote and maintained team documentation for Kafka development, cutting onboarding time by 66%.

### University of Michigan Center for Healthcare Engineering & Patient Safety, Software Engineer

#### Ann Arbor, MI (September 2018 – December 2018)

Lead full-stack development of internal web application for tracking surgical instrument cleanliness using React, NodeJS, and MySQL Database. Led ground-up UX redesign for surgical instruments application to better fit with hospital staff mental models. Leveraged design thinking to oversee user testing sessions and create hand-made paper prototypes. Implemented design documentation plan and wrote project reports, reducing future onboarding time by over 90%.

### Optum Technology, Software Development Intern

#### Boston, MA (June – August 2017, May-August 2018)

Managed development of custom Kibana plugin using AngularJS and jQuery to enrich and extend data-viewing capabilities for the team. Worked with Elastic vendors to discuss integration of custom plugin into core product. Mined and transformed data tables to feed into Elasticsearch using Apache Pig and Hive. Led team as Scrum Master, keeping teammates on task using Trello, running PIs, and managing product owner expectations. Configured Elasticsearch image on Docker and deployed cluster on Openshift Enterprise. Engineered administrative dashboard using Angular 6.

Developed behavioral logic and main interface for internal project using gamified design and wearable technology to encourage maintenance of chronic conditions among children. Won 2nd place at the 2018 Optum Global Hackathon. Worked with legal team to write and submit patent application for internal project.

#### Southfield, MI (June – August 2016)

Led construction of internal UnitedHealth Group site for innovation in tech, built in HTML. Designed and built Buzzword Bingo, an online multiplayer bingo web game centered around meeting buzzwords, constructed using jQuery.

## Projects

### The Family

#### Unexpected Jam (August 2020)

Programmed, wrote dialogue for, and led development for comedy point and click adventure game. Placed 15<sup>th</sup> out of 177 entries to game jam.

## The Cart Before the Horse

### GameMaker's Toolkit Jam (July 2020)

Programmed movement and designed game mechanics for physics-based scavenger-hunt game in which the player controls a horse loose in a supermarket, using Unity. To win, the player must control an increasingly rowdy horse and collect all items on the shopping list before time runs out.

## Flock Fighters

### WolverineSoft Turkey Jam (November 2018)

Designed and programmed player movement and AI for fast-paced multiplayer party game using Unity. To win, players control chicken avatars and must collect the most chicks before time runs out to sell them to the chicken company, while also stealing chicks from other players and guarding their own. Won 1<sup>st</sup> place prize in the WolverineSoft 2020 Turkey Jam.

## Asteroid Trampoline

### Personal Project (September 2018)

Built fast-paced physics-based 2D arcade game in Unity game engine. Designed and programmed gameplay mechanics, score system, menus, and some animations. To play, deflect asteroids hurtling towards the planet with a massive interplanetary space trampoline. Bounce them into each other to destroy them and score points.

## HouseMate

### MHacks, University of Michigan (September 2017)

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

## 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. Awarded Goldman Sachs prize for Best Business Solution App Leveraging Open Source.

## Skills Programming Languages:

(*Novice*, *Intermediate*, *Advanced*)

Python, C++, JavaScript, C#, HTML, CSS, Java , React, Vue.JS , SQL, Angular, C, Flask, Node.js, MS SQL , *Golang*, *Bash*

## Software:

Visual Studio Code, Visual Studio, MS Office, Unity, SQL Developer, JBoss, Postman Adobe Photoshop, *Blender*, *Aseprite*, *ZBrush*

## Operating Systems:

Windows, OSX, ChromeOS, Ubuntu

## Tools:

Git, Bash Terminal, Jenkins, Docker, *AWS*, *Apache Kafka*, *Apache Hadoop*, *OpenShift Origin*, *Apache Spark*, *Oracle Database*, *Elasticsearch*, *Kubernetes*

## Other:

User Experience, Agile Methodology, User-Centered Design, REST API Development, Player Movement Design, Gameplay Mechanic Design, Graphic Design, Time Management, *Natural Language Processing*, *Machine Learning*, *Deep Learning*, *Pixel Art*

## Spoken Languages:

English, French, *Spanish*