

# Loren Heubert-Aubry

**Email:** [lorenheubertaubry@gmail.com](mailto:lorenheubertaubry@gmail.com)

**Mobile:** (914) 844-9027

**Github:** <https://github.com/Stampeder525>

**Portfolio:** <https://lorenha.me/>

**Skills** (Proficient, Intermediate, *Familiar*)

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

**Software:** Visual Studio Code, Visual Studio, Unity, SQL Developer, Postman, *Blender*, *Aseprite*, *ZBrush*

**Tools:** Git, Bash Terminal, Contentful, Jenkins, Docker, *AWS*, *Kafka*, *OpenShift Origin*, *Oracle Database*, *Elasticsearch*, *Kubernetes*

**Other:** User Experience, Agile, Scrum, REST API Development, Player Movement Design, Gameplay Mechanic Design, Graphic Design, *Natural Language Processing*, *Machine Learning*, *Pixel Art*

## **Work Experience** **Foundation Medicine, Software Engineer II**

**Boston, MA (September 2021 – Present)**

- Developing front-end features in React which enable data managers to prepare test result deliverables for patients in partner drug trials, as well as configure datapoints and templates for aggregating, formatting, and displaying trial data.
- Developing back-end API features and regression tests in C#, as well as automation tests using JUnit, allowing UI to query and receive data from multiple cross-departmental data sources.
- Spearheading adoption of new accessibility standards for production-ready code in compliance with WCAG 2.1 through knowledge transfers, audits, and creation of sprint work to resolve accessibility tech debt.
- Writing stored procedures, modifying schemas, and resolving data errors in PRA database Leveraging MySQL.
- Developing dynamically generated PDF reports for test case results using Contentful application. Acting as team resource for others seeking assistance and experience with the platform via knowledge transfers and documentation.

## **Optum Technology, Associate/Software Engineer**

**Boston, MA (June 2019 – September 2021)**

- Promoted to Software Engineer after consistent delivery of project milestones and demonstrating initiative in taking on additional responsibilities, both on the team and in the organization.
- Developed front-end features and automated tests for online insurance plan testing platform in React, allowing readiness teams to prepare customers for peak season.
- Leveraged Golang to create early notification center server pipeline and API, allowing customers to receive regular updates on the status of their testing members and plans.
- Led implementation of full accessibility audits on production-ready code throughout organization, targeting 100% compliance with WCAG 2.0.
- Met with stakeholders in feature solutioning sessions to determine requirements for future sprints.
- Wrote and maintained team Kafka documentation, cutting onboarding time by 66%.
- Developed features for internal claims processing engine in Java, reducing feature time to deploy by 15%.
- Leveraged Oracle Database and SQL in test-driven environment to test new features and diagnose failed claims.
- Led early development of Kafka integration, notifying providers about issues during claim submission process.

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

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

- Led full-stack development in React, NodeJS, and MySQL Database to create web application for tracking surgical instrument cleanliness.
- 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-analysis capabilities for the team.
- Worked with Elastic vendors to discuss integration of custom plugin into core product.
- Led team as Scrum Master, keeping teammates on task using Trello, running PIs, and managing product owner expectations.
- 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. Collaborated with legal team to write and submit patent application.

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

- Designed and built Buzzword Bingo, an online multiplayer bingo web game centered around meeting buzzwords, leveraging jQuery.

## **Projects**

### **Police Misconduct Data Trust**

**Code For Boston (February 2021 – July 2021)**

- Developing login portal and end-to-end API service using Flask and PostgreSQL, and participated in system architecture design planning for open source portal hosting a national index of police incidents for use by journalists, social scientists, and criminal and civil rights lawyers.

### **Evergreen Road**

**Global Game Jam (January 2021)**

Led programming and design for player movement, puzzle logic, and more in C#, wrote dialog, and implemented art assets for retro PS1-style horror puzzle exploration game about finding your way home, built in Unity.

### **Fröggo**

**Ludum Dare Game Jam (October 2020)**

Led programming and design for player platforming, enemies, dialog, levels, cutscenes and more in C#, and implemented art assets for a horror-themed adaptation of the classic Frogger game built in Unity.

### **The Family**

**Unexpected Game Jam (September 2020)**

Led programming, writing, and game design for minigames and dialog in C#, and implemented art assets for a comedic mafia-themed dating simulator game built in Unity.

### **The Cart Before the Horse**

**GameMaker's Toolkit Jam (June 2020)**

Led programming and game design for player movement and AI in C#, and implemented art assets for a fast-paced scavenger hunt game about a horse in a supermarket, built in Unity.

### **Flock Fighters**

**WolverineSoft Turkey Jam (November 2018)**

Led programming and game design for player v. player combat in C#, and implemented art assets for a multiplayer party game about hoarding baby chickens, built in Unity.

### **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. Players must deflect asteroids hurtling towards the planet with a massive interplanetary space trampoline, then bounce them into each other to destroy them and score points.

## **Wikipedia Search Engine**

**EECS 485, University of Michigan (April 2018)**

Built scalable search engine in ReactJS allowing users to query Wikipedia pages and returning a list of results ordered by relevance. Documents processed using Hadoop MapReduce and chosen by computing TFIDF score. Deployed to AWS.

## **Custom MapReduce**

**EECS 485, University of Michigan (March 2018)**

Created custom MapReduce server in Python using Threading and TCP. Implemented Master and Worker objects and communications, plus fault tolerance in the event of worker failure.

## **Insta485**

**EECS 485, University of Michigan (February 2018)**

Built a client-side dynamic Instagram clone using ReactJS, Flask, and custom REST APIs. Users can create and log into accounts, upload and delete photos, like and comment on content, follow other users, and more. Main page also offers an infinite-scrolling interface. Deployed to AWS.

## **HouseMate**

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

Leveraged 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.

## **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.

## **Pushup Ninja**

**MHacks, University of Michigan (January 2016)**

Co-implemented back end to pull arm muscle-tracking data from Myo Armband peripheral, using the data for an accurate pushup counter with live online stat-tracking. Also designed basic front-end interface.

## **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.

## **Other**

### **The Whole Wheat Post, Writer**

**(January 2020 – Present)**

Generate 3-5 original story headlines per publication cycle for acclaimed satirical health and wellness news site. Write, revise, and publish professional-quality articles shared on social media.

### **Every Three Weekly Satire Newspaper, Writer**

**Ann Arbor, MI (September 2014 – December 2018)**

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+).

**Education**

**University of Michigan, Ann Arbor, MI**  
**Bachelor of Science in Information – UX Track, Minor in Computer Science (December 2018)**