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BERTHA HU

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WORK EXPERIENCE

Electronic Arts   **Redwood City, CA**
Product Manager   *Jul. 2018 - Present*
- Build interviewer companion web-app to enhance candidate experience and associated content management system for HR; used by every candidate who interviews at EA and entire Talent Acquisition department
  - Transformed Talent Acquisition's scheduling workflow to be >300% faster through the CMS Outlook calendar integration
  - Rolled out product to all 27 sites worldwide and improved interest in EA by 22% compared to non-users
- Manage EA's intranet for creating and consuming internal content, policies, guides, and news; used by >10,000 employees
  - Designed and implemented custom form widget to enable users to provide feedback, report issues, and keep content up-to-date
  - Created >10 full sites for HR, legal, game studios, IT, finance, international offices, marketing, facilities, and other departments
  - Facilitated A/B testing with 17 users around the world on legacy implementation of enterprise search to iterate on workflows
  - SME on the platform, delivering work sessions with publishers and addressing concerns across all departments at EA
- Lead launch for global release of interviewer companion app, videoconferencing, and intranet, impacting >10,000 employees

Enova International   **Chicago, IL**
Product Management Intern   *Mar. 2017 – Jul. 2017*
- Lead Document Upload for CashNetUSA, which upgraded the US loan application process; nets >$500,000 yearly ROI
- Implemented the US customer journey map, populated with images of site pages for all client types; used by everyone in US team
- Prioritized installment loan app features through survey research; created the mobile application flow for the entire process

A-Level Capital   **Baltimore, MD**
Partner   *Feb. 2017 – May 2018*
- Invested in & supported early-stage companies founded by Johns Hopkins affiliates at student-lead VC firm with >$500,000 assets under management; firm has raised >$680,000 and experienced a 43.53% increase in portfolio value within 15 months
- Sourced and evaluated potential investments, conducted due diligence, provided seed funding, and managed portfolio companies

OmniTrail Technologies   **San Jose, CA**
Software Engineering & Business Development Intern   *Jun. 2015 – Aug. 2015, Apr. 2016 – Aug. 2016*
- Created and released two real-time visualizers coded in Java that utilizes Jetty for location server JSON objects and histogram filters to map devices and trails onto floor nodes; used for product demos for the whole company and debugging for all clients
- Programmed a heartbeat scheduler using Quartz that monitors activity of back-end server operations to preemptively detect issues
- Conducted due diligence, facilitated meetings with invested companies, and demoed at business conferences

IBM   **Littleton, MA**
Software Engineering Intern   *Jun. 2014 – Aug. 2014*
- Designed tests for the graphical user interface of IBM Connections, ensuring that services functioned properly across builds
- Developed smart cloud services in Java, producing 31 test cases and preventing 238 defects across multiple servers

EDUCATION

Johns Hopkins University   **Baltimore, MD**
Bachelor of Science in Computer Science   *May 2018*
- **Awards:** 1st in JHU's Business Plan Competition, Rewriting the Code Fellow, 1st in HopHacks, Coca-Cola Scholar, Invensys Scholar

PROJECTS

ToI – *1st Place in the Johns Hopkins University Business Plan Competition*   *Apr. 2018*
An affordable preventative healthcare device that automatically analyzes the quality of a user's stool based on color, size, shape, presence of blood, and other important qualities to detect gastrointestinal issues. Created with two other students using a Raspberry Pi with a camera and sensors, OpenCV, PostgreSQL, and React Native. Won first place at the 2018 JHU Business Plan Competition.

Gamma Ray Kitten – *github.com/BitBallers/GammaRayKitten*   *Dec. 2014*
A randomized videogame about a radioactive cat escaping a laboratory. Created with three other students using Pygame.

Sound Cave Oculus Rift Audio Visualizer – *1st Place at HopHacks*   *Feb. 2014*
An interactive 3D audio game environment experienced through the Oculus Rift that responds to changes in bass, tempo, and rhythm of songs. Created with three other students using Unity and C#. Won first place at the Spring 2014 JHU hackathon, HopHacks.

SKILLS, ACTIVITIES, AND INTERESTS

- **Skills:** Java, Python, C++, HTML; JIRA/JAAS, LumApps, Microsoft Office, Unity, Maya, Photoshop, Flash
- **Activities:** ASPIRE: Asian & Pacific Islanders Represent, Women's Ultimate Team, Songbird, San Francisco Zen Center (YUZ Sangha Program member), HopHacks (organizer), Women in Computer Science, Alpha Phi Omega National Service Fraternity, Chinese Students Association (Recruitment Chair), Pi Beta Phi Fraternity (Vice President of Fraternity Development)
- **Interests:** Vinyasa & kundalini yoga, vipassana & Zen meditation, singing, dancing, writing poetry, gaming, exotic foods, travelling