

# EMILY YEH

## SOFTWARE DEVELOPER

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## EDUCATION

**Franklin W. Olin College of Engineering**

B.S. Candidate in Engineering with a Concentration in Computing

*Graduating in May 2019 – 3.91 GPA*

## WORK EXPERIENCE

**Audible, Inc.** — *Software Development Engineer Intern*

Newark, NJ — June 2018 to August 2018



- Intern on the Audible Romance team
- Internship project was to add a returned book indicator to Romance product detail pages
- Restructured code to retrieve new data from database; also studied UX design, developed full-stack, and performed impact measurement and mitigation

**Pivotal Software, Inc.** — *Software Engineer Intern*

Beaverton, OR — May 2017 to August 2017



- Intern on the GemFire team, which also works on Apache Geode, a data management platform
- Pair-programmed with teammates to develop new features and resolved many medium- to high-priority production issues
- Participated in an Agile development workshop, worked with others to refactor the GemFire and Geode codebases to improve efficiency and readability

## PROJECTS

**Multiclient Chat Room**

*Spring 2018*

*C, system-level software, networks, databases*

- Worked with a team to implement a chat room in C with a server that hosts multiple clients that can talk and play games together
- Learned what web applications with multiple concurrent users need, such as sockets and data structures used to store user information
- Learned how to identify potential memory leaks and fix them

**Modeling Crime Networks**

*Fall 2017*

*Python, complexity science, agent-based modeling*

- Worked with a partner to implement an agent-based model of a crime network based on a research paper and data from major cities
- Used a graph for the model, where each node is a street intersection - agents move throughout the graph according to specific rules
- Generated interesting results by introducing new variables, such as punishment for crimes, perceived wealth, and number of police

**Artificial Intelligence Independent Study**

*Spring 2017*

*Java, design of artificial intelligence for games*

- Implemented a suite of games (including Battleship, Tic-Tac-Toe, Go Fish) and designed an AI player for each game
- AI player uses gradient maps, the minimax algorithm, and game trees to generate next moves
- Built a user interface using Swing

**Hacking the Library: Webapps**

*Spring 2017*

*Python, Flask, React, JavaScript, HTML/CSS, databases*

- Worked with different partners to build webapps for the Olin library: a calendar, a meditative space supplement, and a projects archive
- Learned how to use the Flask microframework, as well as PostgreSQL servers and MongoDB databases for storing user-inputted data
- Received feedback from the Olin community on webapps and developed accordingly - practiced UX design and website design

**Augmented Reality Game**

*Fall 2016*

*Python, computer vision, model-view-controller*

- Worked with a partner to implement an AR game based on *Harry Potter* that uses OpenCV for computer vision and calibration
- Learned about model-view-controller design pattern and practiced using it with this project
- Completed several technical reviews and practiced communicating technical details effectively

## SKILLS

**Languages:** *Java, Python, C, HTML/CSS*

**Miscellaneous:** *Test-driven development (TDD), Flask microframeworks, graphic design, user experience design*