ALLEN GAO

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EXPERIENCE

SelfMade   Product Management Intern
May - August 2018   New York, NY

Led cross-functional team of 6 to design and implement deep-learning based system to discover/recommend customer content to post.

Increased the percentage of content sourced by internal tools from 12% to 93%, increased the customer approval rate of all sourced content from 80% to 90%.

Facebook   Software Engineering Intern
May - August 2017   Seattle, WA

Coordinated between multiple teams to deliver real-time cross-app notification updates feature, increasing downloads and engagement of Facebook, Messenger, and Instagram iOS apps.

Architected a distributed server diagnostics framework for resource-based load shedding used across all Messenger mobile connection servers, increasing hardware scalability and stability for over 1 billion monthly active users.

Spearheaded UI/UX design and architecture of a configurable SQL debugging interface, which also provided the groundwork for a large-scale configuration migration.

Yelp   Software Engineering Intern
August - December 2016   San Francisco, CA

Took on the project owner role for media sharing in Yelp conversations, released photo messaging for consumers and businesses on web. Worked closely within team to establish design details, architecture, and roadmap.

Worked closely between two feature teams to modularize UI and backend components between projects, saved weeks of dev time.

Gamelynx   Co-Founder/Full Stack Engineer
January - August 2016   Waterloo, ON

Designed and implemented MVP and V1.0 of social-oriented board gaming solution on mobile web (React.js, Node.js), which won $5k at the Velocity Fund Finals startup pitch competition.

Delivered data charting UI to parse game session stats, provided analytics to increase user engagement through content optimization.

Street Contxt   Full Stack Development Intern
August - December 2015   Toronto, ON

Spearheaded UI/UX design and development of admin interface abstracting complex SQL queries, enabling non-technical users to perform DB-level tasks and reducing overhead for engineers.

User-tested iterations of UI design improvements of the admin UI, resulting in approximately 50% faster workflows.

Genesys   Web Development Intern
January - April 2015   Toronto, ON

Collaboratively designed/implemented interactive calendar web UI for call center employees to manage/schedule customer tasks.

Released collection of responsive layout-based UI components to core internal Genesys web UI library.

EDUCATION

University of Waterloo
September 2013 - April 2019 (expected)   Waterloo, ON

Bachelor of Computer Science, Minor in Economics

Hackathons: NASA Space Apps Challenge 2016 finalist, WaterlooHacks 2016 finalist, Hack the North 2015, UofTHacks 2015.

Member of entrepreneurship-focused community residence "Velocity", and an active member of two hip-hop dance teams.

SKILLS

Programming Languages: JavaScript, Java, Python, SQL, C/C++, Objective-C, HTML, CSS, PHP/Hack

Technologies/Frameworks: React.js, Redux, React Native, Node.js, Meteor, Sails.js, AngularJS, Express, MongoDB, Bootstrap 3/4

Tools: Photoshop, Sketch, Unix-based systems