ALLEN GAO

✉ allengao416@gmail.com   in linkedin.com/in/allengao
👤 allengao.me   ⌂ github.com/allen-gao

EXPERIENCE

Facebook   Software Engineering Intern
May - August 2017   Seattle, WA

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

Collaborated within Messenger Infrastructure to design and introduce an intuitive diagnostics framework used across all of Messenger's mobile connection servers, increasing hardware scalability and reducing downtime 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 attachments in Yelp conversations, shipped photo messaging between consumers and business owners on web. Coordinated with feature team to establish design details, technical architecture, and product roadmap.

Worked closely with designer, PM, and engineers of two feature teams to standardize product design and modularize common technical components between the products, saving weeks of development time.

Ensured product release was on schedule despite blocking tasks and critical security issues by coordinating diverse efforts of various teams and addressing inefficiencies in task allocation.

Gamelynx   Co-Founder/Product Manager
January - August 2016   Waterloo, ON

Conducted user surveys and playtested competing products to identify problems with the party/board gaming space and design an improved solution, which won $5000 at the Velocity Fund Finals startup pitch competition.

Investigated problems with current punchline-based prompt/answer games, incorporated solutions in design and development of debut game 'Wisecrack'. Worked closely with team of five to successfully release MVP before hard deadline and V1.0 before soft deadline.

Designed and implemented data charting UI to access/parse game session stats, providing analysis for increasing user engagement through game 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.

Independently designed, implemented and released collection of responsive layout-based UI components to core internal Genesys web UI library.

EDUCATION

University of Waterloo
September 2013 - December 2018 (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, React Native, Node.js, Sails.js, AngularJS, Express, MongoDB, Bootstrap 4

Tools: Photoshop, Sketch, Unix-based systems