# ALLY CHOW

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## EDUCATION

**University of Waterloo**

B.A.Sc. Computer Engineering

2016-2021

## SKILLS

- TypeScript / JavaScript
    - Ember
    - Angular 1.x
    - React
    - Mocha
- HTML / CSS
- Java
- C# / XAML
    - .NET Framework
- C++ / C

## TOOLS

- Git
- Swagger
- Perforce
- Visual Studio
- XCode

## COMMUNITY

- **VP Projects** @ UW Blueprint Fall 2019
- **Human Resources Director** @ EngHack 2018
- **Tech Coordinator** @ Women in STEM UW 2017

## WORK EXPERIENCE

**Riot Games | Los Angeles, CA**

Software Engineer Intern (May 2019 – Present)

- Working on the League of Legends Client with Ember, JavaScript, C++, CSS
- Helped build and ship the Teamfight Tactics client experience. Owned a screen seen by all new players when creating new accounts.
- Creating a new client experience for returning players for Riot's 10 Year Anniversary

**Microsoft | Redmond, WA**

Software Engineer Intern (Aug – Dec 2018)

- Implemented a Redis cache, reducing response time of REST API calls by 98%
- Built an automated notification pipeline using Azure WebJobs, Table Storage, Razor Templates
- Built a website with React and TypeScript for partner teams to view my team's data

Software Engineer Intern (Jan – April 2018)

- Enabled local testing of features for developers, reducing basic user flow testing time by over 250%
- Designed and built the UI and UX for developers locally testing their features
- Combined two existing websites into one cohesive service platform using TypeScript and Angular

Explore Intern (Aug – Dec 2018)

- Researched and created specs for a new internal web dashboard used to view usage data of over 10 million Windows Insiders
- Wrote REST APIs to query and filter data sources