

Work Experience:

Software Engineer Intern - Flipboard

2022

- Designed and implemented various internal tools for stakeholders to gather and analyze data regarding our relationships, trends, and issues with publishers (Python, Javascript, SQL, HTML, and CSS)
- Created a Slack-bot that reports toxic magazine titles and descriptions to stakeholders through checking for toxicity scores from clients' API calls and then sending especially toxic scores to a Slack-bot client to be posted (IntelliJ, Java, and Javascript/CoffeeScript)
- Crafted a formal code proposal outlining the infrastructure, technologies, and design that will be used to detect and report copy and paste comments in order to improve trust and safety in our app

Web Design Intern - Winding Way Records, LLC.

2021

- Increased website and artist discoverability by more than 30% through SEO research and strategies involving analyzing website traffic statistics and editing the metadata and design of website pages
- Assisted employees with IT questions and problems regarding website publication and media creation that was crucial for the public launch of new artists

Shop Owner and Designer - Etsy.com

2020

- Designed, produced, and sold artwork
- Promoted shop on various social medias and studied trends in consumer behavior

Education:

Swarthmore College, Swarthmore, PA

2019-2023

- Computer Science major and Philosophy minor with a 4.0 GPA
- Recipient of the Questbridge Scholarship and Philip Evans Scholarship
- Member of W+iCS (Women in Computer Science)
- Courses in Artificial Intelligence, Software Engineering, Computer Networks, Data Structures and Algorithms, Intro to Computer Systems, Linear Algebra, Discrete Mathematics, Logic, and Calculus I & II

Sun Valley High School, Aston, PA

2014-2019

- Valedictorian with a 4.5 GPA

Projects:

GarnetVille (Flask, Python, JavaScript, HTML, CSS)

- Developed and designed a web application game with a group of software developers
- Wrote server-client interactions with Flask that support chat functionalities and real-time avatar animation in order to facilitate Swarthmore's social interaction in times of social distancing
- Detected and handled user transportation into various maps and collisions with buildings and avatars

Jukebox Protocol (C, Python)

- Designed a client-server protocol to successfully transport and play mp3 files
- Handled concurrent client commands with threading and interleaving protocol messages
- Ensured reliable transport and process of data with well-tested send and and recv loop designs

Rec & Rate (ReactJS, HTML, CSS)

- Designed a recommendation web application that allows users to add new recommendations for various types of medias, along with other identifying information
- Implemented a ranking and rating system that allows users to vote on recommendations, which would automatically resort themselves based on their score

Relevant Skills:

Languages: English, Khmer, Japanese

Programming Languages: Python, C++, C, JavaScript, Java, HTML, CSS, SQL, LaTeX

Technologies: VS Code, DataGrip, Poetry, ReactJS, Flask, AngularJS

Other Tools:

- GitHub (<https://github.com/angelaeang>), GDB Debugger, Valgrind
- Google Developer Console, Stata, WordPress, various website analytic tools
- Microsoft Office, Adobe Creative Suite, Google Suite, Figma, DAWs (Logic Pro X and Ableton Live 10)
- Digital and traditional art (https://mwellon.github.io/art_samples.html)