

Angela Lim

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Education

Hunter College

Daedalus Honors Student

Aug 2017 - Jan 2021

Bachelors in Computer Science, Math Minor

GPA: 3.78

- Relevant Coursework: Computer Theory, Computer Architecture, Data Structures and Algorithms (C++), Data Visualization, Distributed Systems, Discrete Structures, Operating Systems, iOS Development, Web Development

Technical Skills:

- JavaScript, Git, React, Express, Node.js, Python, C++, Swift, HTML, CSS, Angular, Typescript, MongoDB, MySQL, PostgreSQL.

Experience

Bank of America - New York, NY

Feb 2021 - Present

Software Engineer

- Reduced code redundancy to make build time run 2% faster and added compatibility with all eight current and future lines of businesses in CRM components by creating customized meeting lists with configurable labels.
- Enhanced enterprise specialist dashboards used by hundreds of specialists daily by allowing for filtering and sorting on dynamic displays using Angular and Typescript.
- Improved data quality for hundreds of market presidents when creating new contacts by allowing for matching, selection and population of existing contact and market relationship data through the user inputted email.

Bank of America - New York, NY

Jun 2020 - Aug 2020

Summer Global Technology Analyst

- Designed a pipeline to apply sentiment analysis on S&P earnings data to predict stock value with an accuracy of 78.2% by writing a script to scrape 20,000 earnings transcripts of S&P companies using Python and visualized data patterns in Tableau.
- Developed a set time series prediction neural network for daily ATM volume estimation, targeting performance of less than 10% mean absolute percent error using Python, Keras and Tensorflow.
- Created and normalized a MySQL database for earnings data, allowing for efficient querying of 400,000+ rows of data used in feature engineering.

Electronic Gaming Federation - New York, NY

Jun 2019 - Aug 2019

Software Engineer Intern

- Refactored legacy code to make build time run 40% faster within a large React codebase to create and deploy UI features and server side endpoints using React, Node, Express and MongoDB.
- Streamlined article creation and editing process by implementing fullstack functionality of patch updates and decreasing article upload time.
- Improved web page load time by redesigning administrative dashboards that manage and display data of user groups and team matches.

CLEAR - New York, NY

Jan 2019

Software Engineer Intern

- Designed and developed the foundation for offline end-to-end testing of CLEAR's website with the UI Tech Lead by building a middleware and mock server using Javascript and React.
- Created a microservice with the VP of Engineering which allowed for 24/7 monitoring of changes and bugs by simulating the CLEAR verification process using Java.

Projects

Zenyu - Capstone Class

October 2020 - Dec 2020

- Led team of 4 to create a web application that logs user mood, journal entry, and provides prompts from mental health professionals using React, C#, PostgreSQL and published on Heroku.

Weather - iOS Class

May 2020

- Created an iOS weather app that displays the current weather, 5 day forecast and tips for clothing choice using Swift and the OpenWeatherMap API.

Hunter Google Mentorship - Student Mentee

Nov 2018 - Jun 2019

- Paired with a Google senior software engineer, focused mainly on developing industry-level best practices including storyboarding projects, proper code management, writing unit tests, and comprehensive code review.
- Recreated the popular mobile game 2048 in vanilla JavaScript, HTML and CSS for the client side and implemented a server to host the application using Google's App Engine in Java.

Additional Activities

Hunter Codefest Organizer

Feb 2019, Jan 2020, Jan 2021

- Organized Hunter's first annual coding competition for CS students whose projects were presented to and judged by Google software engineers.