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Arabelle Hou

SKILLS

Languages	Web Development	Operations/Systems	Other
• Python	• JavaScript	• Apache Kafka	• Deep learning
• Java	• HTML5	• Docker	• Load testing
• C	• CSS	• Amazon Web Services	• Android mobile development
• C++	• Django	• Git/Github	
	• Node.js	• Windows/Linux	

TECHNICAL WORK EXPERIENCE

Salesforce   **May, 2017 – Aug., 2017**
Software Engineering Intern
- Helped manage over 1500 Kafka hosts over multiple data centers to provide a common publish-subscribe platform for customers
- Added features to a Kafka topic deploying tool to help reduce over 300 lines of configuration, simplify topic creation/deletion, and modify topic access control lists (ACLs) to enable topic permission changes
- Added a service to monitor Kafka consumer groups and send offset and lag data to be viewed in a dashboard

Nippon Telegraph and Telephone (Media Intelligence Labs)   **Sept., 2016 – Dec., 2017**
Intern
- Trained deep neural networks (DNN) for acoustic parameter regression modeling to create a Chinese Text-To-Speech (TTS) system
- Process and analyze more than 10,000 files of linguistic data provided by a colleague as model input
- Problem solve issues with overfitting and processing speed to improve the accuracy of the model and enhance speech naturalness/comprehension
- Work on practice tasks in speech recognition to classify male and female speech using linguistic features such as Mel-cepstral coefficients and a classification DNN model

Demonware   **Jan., 2016 – Aug., 2016**
Software Developer Intern (Data Pipeline)
- Worked with Python and C++ on server side applications to continuously deliver data between clients (e.g. gamers) and customers for game statistics
- Deployed applications such as Apache Kafka and Statsd using Docker containers in Amazon EC2, working exclusively in a Linux environment and occasionally using Vagrant virtual environments
- Implemented a load-testing framework with technologies such as Locust, Gevent, and APScheduler which is capable of simulating 5000+ requests per second

UBC   **Sept., 2015 – Dec., 2015**
Teaching Assistant   **Jan., 2017 – Apr., 2017**
- Taught CPEN 221 (Principles of Software Construction) and CPSC 221 (Algorithms and Data Structures)
- Provided online and in-person instruction in topics such as abstraction and specification of software, testing, verification, abstract data types, object-oriented design, type hierarchies, concurrent software design, algorithm analysis methods, searching and sorting algorithms, and graphs
- Hosted office hours, during which I demonstrated problem solutions, as well as graded exams, graded assignments, and invigilated exams

Paragon Testing Enterprises   **May, 2015 – Aug., 2015**
Junior Software Developer Intern
- Integrated the Adobe Content Server (ACS) into the company's client/internal web applications and their Microsoft SQL Server database, after setting up a MySQL database and an Apache Tomcat server to host the ACS on a CentOS virtual machine
- Wrote JavaScript and C# code to fix issues in production for the online testing products offered by the company

TECHNICAL PROJECTS

UBC Launch Pad   **Sept., 2015 – Aug., 2016**
Senior Web Developer/Tech Lead
- Collaborated with a group of 5-7 students to develop web applications, following sprints and industry software development practices
- Worked with technologies such as MongoDB, Google Analytics, SASS, Django, and JavaScript/Node.js.
- Worked on a housing analytics app implemented in Python and JavaScript to display housing statistics in Vancouver

UBC Thunderbots Football Club   **Sept., 2014 – Aug. 2015**
Software Team Member
- Collaborated with UBC's Thunderbots to work on an autonomous robot soccer team that was entered in the Annual International RoboCup Competition and Conference
- Wrote code to successfully complete five new member Challenges assigned by the team, utilizing C++ code and AI simulation (grSim) in a Linux (Ubuntu) environment

nwHacks – EcoGEM   **Mar., 2015**
Hackathon
- Participated with two students to produce an Android app written in Java code that monitors a user's automobile efficiency, rewarding them with coupons when a monthly goal is achieved
- Implemented the Android app using the Mojio API, used to create apps for the Mojio device that plugs into the car's On-Board Diagnostic (OBDI-II) port

OTHER EXPERIENCE

Under the GUI – Instructor   **Feb., 2016 – Jun., 2016**
- Taught GameMaker and rudimentary coding concepts such as variables, functions/scripts, logic expressions, and simple data structures to children from ages 7-12
- Worked with kids to create a basic first-person or street fighter-style game using GameMaker by the end of the class term

EDUCATION

University of British Columbia   *Bachelor of Applied Science / Computer Engineering*
                                        Sept., 2013 – May, 2018 (expected)
- Eric P. Newell Leadership Award in Engineering (2015)
- James Yan Award in Electrical and Computer Engineering (2015)
- Martin Sikes Memorial Service Award in Electrical and Computer Engineering (2015)

University Transition Program   *High School Diploma*
                                        Sept., 2011 – Jun., 2013
- Early entrance to university
- Condenses a five year high school curriculum into two years