ELINA LUA MING

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» SUMMARY

Seeking for an **iOS engineering new grad full-time job**, to further my knowledge of iOS engineering, and contribute to the development of mobile applications through working in a team setting.

I'm an ardently curious person by nature, and I want to continue learning how to think smarter and better from people around me, and be involved in the process of building creative products.

» EDUCATION

University of California, Los Angeles (UCLA)   June 2020

B.A. Political Science (Concentration in Political Philosophy)
Activities: Creative Labs, UCLA Powerlifting

» SKILLS

PROFICIENT: Swift, Python, Git
FAMILIAR: C++, C#, Java, HTML/CSS, JavaScript, Git
LANGUAGE: Malay (Native), English (Professional), Mandarin (Fluent)

» PROJECTS

COCONUT JELLY   Oct. 2019 to Dec. 2019

- Developed a map-based event-sharing iOS application for micro-ecosystems for users to share events in their community based on geographical proximity.
- Designed an intuitive user flow, and implemented minimally aesthetic user interface components in dark mode for users to view and share events.
- Designed and developed backend application architecture to perform geo-queries, and perform create, read, update, and delete operations for events and images in cloud database.
- Implemented tag feature to enable users to filter relevant events within selected map region in real-time.
- Designed the project logo by transforming and distilling the project vision into visuals.
- <u>Utilized</u>: Swift, Cloud Firestore, Firebase, GeoFire, MapKit, Core Location, CocoaPods, Sketch.

ML+AR   Aug. 2019 to Sept. 2019

- Developed an iOS application that detects user's hand gestures to control animations of augmented reality objects.
- Trained an image classification machine learning model to detect various hand gestures, and integrated the model to detect hand gestures from the camera frame.
- Performed asynchronous image classification, and continuously rendered different model animations based on hand gestures detected.
- <u>Utilized</u>: Swift, CreateML, CoreML, ARKit, SceneKit, Vision, Blender, Vectary.

EMOTICON TWITTER SENTIMENT ANALYSIS   Aug. 2019

- Developed an iOS application that informs the users of the general sentiment of a topic of choice on Twitter using facial expression emoticons.
- Trained a natural language processing machine learning model with labeled example tweets.
- Fetched and parsed the latest tweets on topics keyed in by the user.
- Performed batch predictions and translated total score into emoticons based on different facial expressions that represent the general user sentiments on the topic.
- <u>Utilized</u>: Swift, CocoaPods, Swifter, Twitter Developer APIs, CreateML, CoreML.

» WORK EXPERIENCE

UKATON   Mountain View - Los Angeles
iOS Software Engineering Intern   Dec. 2019 to Present

- Collaborated with a team of engineers on a Machine Learning-based iOS application that syncs with a pair of smart shoe insoles.
- Designed and developed a UI component that allows users to perform audio track playback with play, pause, rewind, fast forward, and track progress slider features.
- Implemented posture correction using audio playback distortion, through manipulating audio pan value based on real-time posture prediction using a Machine Learning classifier.
- Redesigned UI features for the game view controllers to complement the Apple minimalist design.
- Refactored previous UI animation code to use the SpriteKit framework, integrating physics into the animations, and implemented the game logic.

TTYL   Marina Del Rey
UX Design Intern   Sept. 2018 to Dec. 2018

- Researched problem statements, and examined the similarities and differences between visual communication apps to gain abstract understanding of the nature audio communication and the on-boarding process of a communication app.
- Analyzed the potential features using impact-effort matrix to choose to determine prioritized problems to solve.
- Created scripts for various possible scenarios that will require the Snooze features.
- Examined the user flow and interaction with the Snooze feature, and created wireframes of Snooze View Controller.