

ASHLEY CHU

Undergraduate junior looking to do good and be creative.

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EDUCATION

UNIVERSITY OF CALIFORNIA, BERKELEY

Expected Graduation: May 2023

B.S. Electrical Engineering & Computer Science (EECS) • Art History, Minor (*intended*)

Coursework: Computer Systems, Data Structures, Information Devices and Systems I & II, Multivariable Calculus

Awards: SIGGRAPH SV ('21), Tapia Conference Scholar ('21), Rewriting the Code Fellow & Champion ('20, '21), UC Berkeley Fiat Lux Scholar ('19), Amazon Future Engineer ('19), Entertainment Software Association ('19), Facebook F8 ('18, '19)

Activities: Society of Women Engineers (VP), Association of Women in EE&CS (Officer), Codeology, UBUGG & 3DMA

EXPERIENCE

Amazon, Developer Tools

Software Developer Engineering Intern

June 2021 - Aug 2021

- Designed and built internal error notification system for failed security pipeline deployments using AWS Fargate, S3, and Elasticsearch in Java, used across 1,000,000 - 1,150,000+ weekly patching deployments
- Onboarded, mentored, and for Future Engineer (AFE) intern for 11 weeks via daily 1:1s and technical project support

AFE Software Developer Engineering Intern

May 2020 - Aug 2020

- Tackled customer web platform pain points for 40,000-60,000+ weekly deployments across multiple regions for Amazon's internal security patching deployment service
- Configured and developed multi-patching support and vulnerability status features on client-facing portal using React JS, Ruby on Rails, and Selenium with Python
- Featured in Amazon's Cyber Robotics Challenge used by 100+ educators and 'Class Chat' speaker to 3+ classrooms

Warner Bros. Games Boston, Core Server

Software Engineering Co-Op Intern

Jan 2021 - June 2021

- Managed core server infrastructure for Mobile Gaming Platform utilized by *Game of Thrones: Conquest*
- Improved authentication and translation services via back-off retry support for 60,000-100,000 active players
- Implemented Datadog metric logging, PostgreSQL DB migration, package version upgrades, and AWS EC2 instances

UC Berkeley Computer Science Department

Jan 2020 - Aug 2020

Academic Intern

- Directly solved 40+ Computer Systems and Data Structures trouble tickets
- Taught basic computer science topics including OOP, recursion, and data structures for 6+ hours week

Inertia NYC Pop-Up Instillation Project

Jan 2021 - Present

Technology Director

- Re-imagination of STEM through instillation project partnered with Accenture Liquid Studio
- Lead educational AR interactive software development team of 18+ developers and PMs
- Developed teaching plans on Maya, NodeJS, AR.JS, A-Frame, Unity to develop assets and applications

PROJECTS

VSCodeology | Python, Flask

Sep 2020 - Dec 2020

- iOS application outputting 5-layer color level palettes of a single image based on histogram color levels
- Constructed backend API structure utilizing OpenCV, NumPy, SciKit-Learn libraries to analyze single images

Sentiment Analysis Using Movie Reviews | Python, NLTK

Feb 2020 - May 2020

- Analyzed movie reviews sourced from Rotten Tomatoes to summarize general sentiments of films
- Designed using Requests and BeautifulSoup for web scraping and python NLTK to develop model

Luna App | HTML, CSS, JS

November 2018

- 2nd place prize at Superposition Hackathon
- Web app featuring monthly period tracker and resources to demystify periods
- Developed frontend with client log-in utilizing Google Auth, Calendar API and JQuery

SKILLS, INTERESTS

Programming: Python, Java, HTML, CSS, JavaScript, SQL, C,

Frameworks/Tools: React, Node.JS, Flask, Git, Ruby on Rails, JQuery, NumPy, Pandas, AWS Services

Softwares: Adobe Creative Cloud (Photoshop, Illustrator, After Effects), Sketch, Autodesk Maya, Unity

Interests: Photography, Running, 3D Modeling, Food Blogging, Video Games