

Aubin Lohier

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PROGRAMMING SKILLS

- **Languages:** Python, Java, C/C++, Javascript/React/jQuery/TypeScript, MySQL, Hack/PHP, OCaml
- **Technologies:** Android Application Development, Git Version Control, UNIX/Linux, Firebase, Parse, Google Cloud Platform, HTML/CSS/Angular, Java Server Pages, Electron Framework, JUnit Testing, Node.js, GraphQL

EDUCATION

- **The Johns Hopkins University** Baltimore, MD
Bachelor of Science in Computer Science Aug. 2017 – May 2021
 - **Relevant Coursework:** Artificial Intelligence, Parallel Programming, Information Retrieval and Web Agents, Introduction to Human Language Technology, User Interfaces and Mobile Applications, Databases, Functional Programming in Software Engineering
 - **Distinctions:** JHU Association for Computational Machinery Secretary (2018-2019), Events Chair (2019-2020), and Vice Chair (2020-2021), Bloomberg Scholar, HopHacks Fall 2019/2020/2021 Organizer, Invited to attend the STAQ Quantum Computing Conference at Duke University

EXPERIENCE

- **Facebook** Seattle, WA
Software Engineer July 2021 - Present
- **Facebook** Remote
Software Engineering Intern May 2020 - August 2020
 - **Program Summary:** Designed, developed, and implemented features to support a smart human labeling platform with strong support for machine learning. Worked as a full-stack engineer with a focus in React, GraphQL, MySQL, and Hack/PHP.
- **Facebook** Menlo Park, CA
University Engineering Intern June 2019 - August 2019
 - **Program Summary:** Designed, implemented, and developed an Android mobile application as part of team (**local.ly**) after being trained in Android development. Used the Google Places/Maps API, Twitter API, and the open source Parse platform.
- **ForagerOne, LLC** Baltimore, MD
Core Developer Dec. 2017 - Feb. 2019
 - **Backend:** Worked on the backend functionality for the faculty side of the server (MySQL). Helped remodel database infrastructure for a more intuitive layout and issue fixing.
 - **Frontend:** Focused on user interface enhancement. Helped redesign several core web pages, including the project application page, messaging page, and the applicant email.
- **Google CodeU** Baltimore, MD
Student Participant May 2018 - Aug. 2018
 - **Program Summary:** Collaborated with a team of 3 peers to design and implement a web application using Java and JavaScript, leveraging various Google Cloud Platform APIs, including App Engine and Datastore.
 - **Industry Skills:** Learned and followed industry best practices such as: contributing to open source software, conducting regular code reviews with/for teammates, extending an existing codebase, designing new components and interfaces and leading them to completion.
 - **Project Role:** Created a webpage that was able to gather information across the website and allowed users to view this information in one place, such as new users joining the site and ongoing conversations the user has. Also worked on specifically looking for user mentions and designing a webpage that lists user mentions.

RECENT PROJECTS

- **local.ly:** Worked with a team to design and implement a location-based ads app that fosters and enhances community development by allowing users to view events going around near them and post events that they host for other nearby community members to participate in. https://github.com/zuckyskidz/team_project/