Edmund Loo

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I strive to apply my skills towards building technologies that contribute to solving social good and humanitarian issues, making the world a better place.

EDUCATION

Bachelor of Science in Computer Science and Engineering **December 2016**
University of California, Irvine IEEE-Eta Kappa Nu, WICS, ACM

TECHNICAL QUALITIES

- Fluent in Python, C++, Golang, Ruby, and PHP; Experience with TypeScript, React, Flask, C, JavaScript, Node.js, and BASH
- Experience working with Linux, Mercurial, Perforce, Git, SQL and NoSQL databases, and large scale systems
- Knowledge in machine learning, algorithms, data structures, object oriented programming, networking, operating systems, web engineering, software engineering, signal processing, logic design, and embedded programming
- Strong enthusiasm and capabilities in adapting, learning, problem solving, research, and software development

CAREER HISTORY

Plaid, ***Software Engineer***, *San Francisco Headquarters* **January 2017 – Present**

- Member of the backend engineering team with responsibilities in building new features, recruiting and interviewing, expanding existing product features, and other engineering related tasks
- Won a top prize in an internal hackathon by building a public, open-source Ruby SDK for the second major iteration of Plaid's API product, enabling ease of use and access for individuals wanting to utilize Plaid: https://github.com/plaid/plaid-ruby
- Built Plaid support for a few hundred additional financial institutions, enabling reliable, low-latency access through Plaid to many institutions that were previously either hardly supported or not supported at all

Tinder, ***Software Engineering Intern***, *West Hollywood Headquarters* **September 2016 – January 2017**

- Interned on the backend team and primarily worked on an internal high priority development tool which was an important effort to save development time and to scale the engineering team
- Created an onboarding code lab for new backend engineers which walks them through setting up a simple project and landing the code and worked to fix bugs on Tinder's Node.js backend within the first week of the internship
- Collaborated with one other engineer in an effort to revamp one of our high priority internal tools by building new features in Golang, cleaning up old features, and moving old features from BASH to Golang, drastically reducing development overhead

Facebook, ***Software Engineering Intern***, *Menlo Park Headquarters* **June 2016 – September 2016**

- Worked on the Facebook Social Good and Goodwill Team (Privacy and Trust) to aid in engineering efforts that help users understand and control who can access their content and also to make Facebook a product and company that people can trust
- Iterated on PHP, JavaScript, and React based tools along with numerous Facebook code abstractions to make various major improvements that greatly reduce the overhead and complications previously needed to deploy P&T products
- Designed and implemented a dashboard using PHP, JavaScript, and Facebook internal tools that allows efficient tracking and management of P&T products along with a multitude of useful metrics on each product
- Built a long-time requested feature, allowing translation, transmission, and display of special text, on a number of platforms including web, mobile web, Android, and iOS by using React Native, Relay, Android development tools, Buck, and GraphQL

Xumo, ***Software Engineering Intern***, *Irvine Headquarters* **February 2016 – May 2016**

- Pushed code fixing major bugs in a widely used caption conversion script within the first week of the internship
- Constructed MySQL queries in a plugin for Nagios monitoring software to monitor critical columns in a MySQL database
- Built a program that fixed a bug with an open source JavaScript framework, FFmpeg, where HLS durations are often incorrect; this program utilized a multitude of methods to calculate the duration of an HLS streams to find the most accurate result
- Implemented a Python Flask web application that allowed editing of a server-sided configuration file from the client, which includes strict form verification, query for configuration file format from a MySQL database, JSON generation for transporting the configuration file, and cross-application communication APIs

Arista Networks, ***Software Engineering Intern***, *Santa Clara Headquarters* **June 2015 – September 2015**

- Developed software for multi-chassis link aggregation (MLAG) on Arista's Linux-based Extensible Operating System
- Optimized a commonly called MLAG failure recovery process to be significantly faster for shipping on future Arista switches
- Adapted to Arista's development environment which uses Perforce, a full Linux command line interface, and many Arista tools