EMILIE YU

TECHNICAL SKILLS

LANGUAGES
- C/C++, Python, C#, Ruby on Rails, Bash, HTML, CSS, Processing, JavaScript, PHP

OPERATING SYSTEMS
- Linux (Command Line), Mac OSX, Windows

DATABASE MANAGEMENT
- PostgreSQL, SQL Server 2008, MySQL

TOOLS
- Microsoft: Office (Word, Excel, PowerPoint, Outlook), Visual Studio
- Design Software: Axure RP, Illustrator, Photoshop, Lightroom, Muse
- PaaS: Google Cloud Platform (Compute Engine), Heroku
- Others: Github, JIRA, Confluence, HP Quality Centre, Postico, Cloud9

TRANSFERABLE SKILLS

- Strong communication skills, both verbal and written
- Fast learner, open to new ideas
- Prioritizes workload to be more productive during projects
- Ensure tasks are completed within deadline
- Able to work independently and as a team player
- Self-motivated, energetic, responsible
- Fluent in English and Mandarin

WORK EXPERIENCE

SIERRA WIRELESS (Wireless Communication Company)   MAY - DEC 2019
Software Test Engineer, R&D SWI Module Integration

- Developed numerous Python and C# scripts to replace manual testcases
- Performed manual and automation testing on modules in different operating systems, using various lab equipment (network simulator, temperature chamber)
- Conducted stress load tests on various modules over long period of time
- Communicated to different modules by issuing AT commands via Teraterm
- Debugged errors found during tests, and opening and closing JIRA tickets when necessary
- Assisted in process of hiring new co-ops, provide on-going training to new team members

CLOUDPBX INC. (VoIP Phone Company)   SEP - DEC 2017
National Cluster Monitoring & Alerting DevOps

- Installed and tested monitoring and statistics collection tools and plugins through the terminal
- Collected and stored system performance metrics, produce graphs with KPIs using monitoring and statistics collection tools
- Developed bash scripts to perform traceroute and mtr tests to record and import data into PostgreSQL to produce graphs and maps showing KPIs
- Imported CSV files into PostgreSQL and wrote SQL queries to graph clients onto a map based on location of IP address
- Separated probe and database logic to prepare for production on various probes (BusyBox, EdgeOS)

EMILIE YU

Portfolio: emilieyyu.github.io | eyy3@sfu.ca

PROJECTS

BATTLESCRIPTS WEB BROWSER GAME   OCT - DEC 2018
- Collaborated with four other students to develop client and server side web game with MySQL, Laravel framework, HTML, CSS, JS, PHP
- Multi-player logic game built using Unity Web GL hosted on GCP
- Players can play cards that contain blocks of code, either to overflow or underflow opponents' points
- First person to overflow/underflow opponents three times, or set own score exactly to zero wins

HANDYMAN MOBILE APP   SEP - NOV 2018
- Worked as a group using Axure RP to develop and design a mobile application for home repairs
- Incorporated various design principles in vertical and horizontal prototypes
- Attempts to solve problem for all types of users through text, videos, virtual reality, and expert mode
- Project viewable: *jz3xo0.axshare.com*

SFU BOOKCLUB WEB APP   MAY - AUG 2017
- Group project using Ruby on Rails framework, HTML, CSS, and JavaScript to develop a server side web application via Heroku
- Applied scrum and agile development methods with two-week spirits and meetings in between
- Uses various gems and APIs within the web application
- Incorporated properly functioning users and admin with login
- Students can post textbooks to sell for other uses of the site and comment on other posts they are interested in buying
- Web app viewable: *sfubookclub.herokuapp.com*

MOUNT MONSTROSITY INTERACTIVE GAME   SEP - DEC 2016
- Developed with object oriented programming, Processing
- Used UML to help illustrate the relationships between objects
- Developed an interactive game between player and characters involving three levels of difficulty
- Incorporated properly functioning users and admin with login
- Player can use different keys on keyboard to move and interact with different objects within the game
- Became familiar with class, superclass, subclass, polymorphism, and inheritance
- Game viewable: *youtu.be/fA07gfCD9wQ*

ADDITIONAL EXPERIENCES

ATTENDANT, PNE   AUG 2016
- Provide exceptional and friendly guest service
- Integrated well with the working team

PIANO TUTOR   DEC 2014 - MAR 2015
- Taught kids how to play songs on piano
- Practiced sight reading, scales and arpeggios, ear tests with students in an engaging manner
- Improved communication skills between students and parents

EDUCATION

SIMON FRASER UNIVERSITY   SEP 2015 - CURRENT
- Bachelor of Applied Science, Major in Computing Science

INTERESTS
- Enjoy playing piano, obtained RCM Grade 10 certificate
- Passion in sports, such as skating, swimming, taekwondo, and hiking
- Using design softwares to create and enhance photos