EMILIE YU

Technical Skills

LANGUAGES

- Bash, C#, Python, C/C++, Perl, Ruby on Rails, HTML, CSS, Processing, MATLAB

OPERATING SYSTEMS

- Linux (Ubuntu, CentOS, Debian), macOS, Windows (MSVC, MinGW)

DATABASE MANAGEMENT

- PostgreSQL, SQL Server 2008, MySQL, Postico

TOOLS

- Microsoft: Office (Word, Excel, PowerPoint, Outlook), Project, Visual Studio
- Design: Axure RP, Illustrator, Photoshop, Lightroom, Muse
- Services: AWS (EC2, S3, Amplify), GCP (Compute Engine), DigitalOcean, VirtualBox, Docker, Heroku
- Analytical: Grafana, Prometheus, TICK stack, Tableau, Zabbix, Datadog, Graphite
- Others: Github, CircleCI, RDP, Pivotal Tracker, JIRA, Confluence, HP Quality Centre, Cloud9, Teraterm

Work Experience

ACTIVESTATE SOFTWARE (Open Source Languages Company)   SEP 2020 - CURRENT
Build Engineer, Customer Success

- Contributed to the development of an automated portability testing pipeline using AWS Services (EC2, ECR, S3, Amplify, Lambda), Docker containers, and CircleCI with Slack integration
- Maintained and improved automated build process of ActiveState Platform for Python, Tcl, Perl in Windows, Linux, macOS through database updates, code changes, and VM debugging
- Utilized in-house and Github tools to create pull requests, enhance internal build system workflow, and apply patches to resolve build issues

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

- Reduced 20% of test execution time by developing 10+ Python and C# scripts to replace manual testcases (firmware upgrades, file transfers, AT commands)
- Performed manual and automation testing on LPWA modules in different operating systems, using various lab equipment (network simulator, temperature chamber)
- Conducted stress tests on 4 product types simultaneously to mitigate errors
- Worked closely with members of the Software, Hardware, Firmware teams to debug errors, opening and closing JIRA tickets when necessary
- Communicated with different modules by issuing AT commands via Teraterm
- Assisted in process of hiring new co-ops, provided 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 on DigitalOcean Ubuntu via CLI
- Developed bash scripts to perform traceroute and mtr tests, importing CSV data into PostgreSQL
- Analyzed performance data collected from key system metrics to create graphs and generate insights to support key business decisions
- Created maps to showcase distance between clients and datacenters to improve operational efficiency based on location of IP addresses using SQL queries
- Separated probe and database logic to prepare for production on various probes (BusyBox, EdgeOS)

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PROJECTS

PROJECT MANAGEMENT | *thrivential.com*   MAY– AUG 2020
- Worked in team of 5 to provide marketing assistance for local business, Thriventtial
- Redesigned a modern and professional business website to load >2s, have larger capacity with Elementor
- Filmed and edited 2 high quality videos to be posted on website to improve client's digital presence
- Created Gantt Chart using Microsoft Project to assist in project scheduling, budgeting, resource allocation, delegating tasks, and keeping track of progress

TEXTUAL ANALYSIS | *github.com/emilieyyu/cmpt318*   FEB – APR 2019
- Led team of 4 to analyze corpora using various techniques and extract meaningful insights
- Analyze text based on tokens, types, frequency, n-grams, content words (Lookahead POS Tagger)
- Developed bash scripts to automate the process of text format to extract and analyze corpora

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 – *jz3xo0.axshare.com*   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

SFU BOOKCLUB WEB APP – *sfubookclub.herokuapp.com*   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

MOUNT MONSTROSITY INTERACTIVE GAME – *youtu.be/fA07gfCD9wQ*   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
- 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

EDUCATION

SIMON FRASER UNIVERSITY   SEP 2015 - AUG 2020
- Bachelor of Science, Computing Science, Co-operative Education

INTERESTS

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