EMILIE YU

Technical Skills

LANGUAGES

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

OPERATING SYSTEMS

- Linux, 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, InDesign
- Services: Iaas - Google Cloud Platform (Compute Engine), Digital Ocean; PaaS - Heroku
- Others: Github, JIRA, Confluence, HP Quality Centre, Postico, Cloud9, Teraterm

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

- 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

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 - 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