

Emily Yu

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Work Experience

Confluent, Software Engineer

Aug '22 to Aug '23

- Added 3 features and assisted in the launch of my intern project, Stream Sharing.
- Increased system test coverage by 300% for 30+ microservice endpoints
- Added modularity to all tests and documented processes for adding new endpoints
- Collaborated with other teams to identify data integrity errors in 2 external services
- Led metrics migration from Datadog to New Relic

Stream Engine, Lead Engineer

Jan '22 to Dec '22

Stream Engine, Software Engineer

Oct '20 to Dec '21

- Reconciled requirements from potential clients with product roadmap, leading to 2 successful partnerships.
- Led front-end team of 6 engineers for core web app using Chakra.UI and React.js
- Developed scripts using pandas to automate data generation for 4 clients

Confluent, Software Engineering Intern

Jun '21 to Aug '21

- End-to-end development for Stream Sharing proof of concept, using React and Redux.
- Developed HTTPS endpoints for REST API hosted on Django server using AWS EBS

MetLife, Inc., Software Engineering Intern

Jun '19 to Aug '20

- Created and integrated a new .NET service to securely access user information and fetch data from ServiceNow
- Implemented 11 different reusable components used across Metlife's HR tooling platform
- Implemented company-wide reservation system used across 7 campuses using React Native
- Built prototypes for emerging applications using Angular.js and Electron, of which one was selected for development

Tencent America - WeChat, Business Analytics Intern

Jun '18 to Aug '18

- Researched market competitors and American target audience to suggest app improvements
- Led two other interns to deliver project and present results to the Board of Directors

Flipword, Software Engineering Intern

Jun '17 to Aug '17

- Implemented UI features based on Zeplin prototype specifications for Chrome extension
- Created visualization using d3.js to show language learning mastery

Leadership

Major League Hacking, Coach

Jan '19 to Present

- Represent 5+ sponsors and oversee teams of 10+ organizers at global hackathons with 1000+ participants
- Write technical pieces for sponsor promotion and hacker engagement promoted on company social media

HackNYU, Logistics Chair

Nov '18 to May '22

- Coordinated logistics and led team of 6 to organize an international hackathon (Shanghai, Abu Dhabi) of 500+ students

PalyHacks, Founder & Lead Organizer, Operations Supervisor

Aug '16 to Aug '19

- Acquired over \$6,000 in sponsorships from 9 companies and led all promotion efforts
- Worked with Tencent to fly hackathon winners to America from China, where winners presented ideas to project managers

Projects

Piccoku, Hacktech 2018 - Most Technically Advanced Hack

2018

- An iOS app that transforms images into haiku-style poetry with poems publicly hosted on Rails-backed server
- Extracts keywords using Microsoft Azure, then combines words from DataMuse API to make a coherent haiku

League Voice, Riot Games Hackathon 2017

2017

- Google Home chatbot for game action recommendations based on analyzing player performance from Riot API
- Selected for two years (2017, 2018) as one of 50 out of 2500+ applicants, all expenses paid (including flight to Los Angeles)

Skills

Languages Python, Golang, HTML, CSS, Javascript, Swift, C++

Frameworks MongoDB, MySQL, Selenium, Flask, Node, jQuery, React Native, React, Redux, Angular, SCSS, Next.js

Education

New York University

Aug '18 to May '22

- B.S. Computer Science, minor in Game Engineering