

Emily Yu

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Education

New York University, Tandon School of Engineering

Aug '18 to May '22' (Expected)

- B.S. Computer Science, minoring in Game Engineering
- Relevant Coursework: Design & Analysis of Algorithms, AI, Introduction to OS, Software Engineering

Work Experience

MetLife, Inc., Mobile and Web Development 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 Development and Marketing Intern

Jun '18 to Aug '18

- Researched market competitors and American target audience to suggest app improvements
- Managed team of two other interns to ensure timely project delivery and present business case study

Flipword, Web Development 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

- Act as North American representative in official global student hackathon community
- Mentor student organizers and hackers on-site and remotely for collegiate and high school events
- Write technical pieces for sponsor promotion and hacker engagement promoted on company social media

HackNYU, Logistics Chair

Nov '18 to Present

- Coordinated logistics and lead team of 6 to organize international hackathon (Shanghai, Abu Dhabi) of 500+ students
- Negotiated with sponsors to reduce price of shirts, saving organization over \$900

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 organize hackathon in China and fly hackathon winners to America for pitching competition
- Mentored new organizing team of 6 for future year events and developed website, palyhacks.io

Teens Exploring Code, Director

Jan '17 to Feb '18

- Raised \$3,000 and led team of 6 students to host hackathon for 100 students

Personal Projects

Piccoku, Hacktech 2018

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

UVDetective, LAHacks 2017

2017

- iOS app to track intake of vitamin D using OpenWeatherMap API to determine raw UV index
- Use ambient light sensors, accelerometer, and signal strength to determine whether indoor, outdoor, or in vehicle
- Determine average skin tone from picture with OpenCV, then approximate UV impact severity

League Voice, Riot Games Hackathon 2017

2017

- DialogFlow-run Google Home application gives assistance in League of Legends to improve gameplay.
- Node.js server pulls information from Riot API and community monitored static data sources.
- Selected for two years (2017, 2018) as one of 50 out of 2500+ applicants, all expenses paid (including flight to Los Angeles)

Skills

- **Programming Languages:** Swift, Bash, Python, Java, SQL, HTML, SCSS/CSS, Javascript, Golang, C++
- **Tools:** Git, Xcode/VScode, MongoDB, MySQL, Selenium, OpenGL, Firebase, Heroku, Flask, Node, jQuery, Team Foundation Server (TFS), Handlebars, React Native, React, Redux, Angular

Awards

- **Best Health Hack from Platinum Performance**, SLOHacks 2019
- **Best Entertainment Hack**, Hacktech 2018
- **Best Hack from Intuit Challenge**, SLOHacks 2018
- **Top 15% Overall Hack and Best MongoDB Stitch Hack (2nd)**, PennApps XVIII 2018
- **Most Technically Advanced Hack**, HackNY Fall 2018