Emily Yu

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Education

New York University, Tandon School of Engineering   **Aug '18 to Present**
- 6 MetroTech Center, Brooklyn, NY - Expected Graduation Year, Spring 2022
- B.S. Computer Science minoring in Game Engineering

Work Experience

MetLife, Inc., *Software Development Intern*   **Jun '19 to Present**
- Currently on backend team to restructure frontend resources in C++/.NET stack
- Implemented product-wide features used in 13 other locations within web application
- Implemented reservation system using React Native/Jest

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

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

Flipword, *Web Development Intern*   **Jun '17 to Aug '17**
- Implemented UI features based on Zepplin prototype specifications for chrome extension
- Used d3.js to visualize user progress for language learning

Leadership

HackNYU, *Logistics Chair*   **Nov '18 to Present**
- Coordinated logistics and lead team of 6 for international hackathon (Shanghai, Abu Dhabi) hosting 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

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
- **Tools:** Git, Xcode/VScode, MongoDB, MySQL, Firebase, Heroku, Flask, Node, jQuery, Team Foundation Server (TFS), Handlebars, React Native, React, Redux

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