

Emily Yu

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Work Experience

TLDR Media, Software Engineer - Contract Apr '24 to May '24

- Created Next.js endpoints for managing user email subscriptions in Supabase
- Deployed results from 4 A/B tests on Posthog to core product
- Fixed 3 errors on interface rendering and investigated potential long-term solutions

Confluent, Software Engineer Aug '22 to Aug '23

- Contribute 3 features to Stream Sharing and assist in product launch
- 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.
- Develop and deploy a RESTful API using Django and AWS, integrated with a DynamoDB database

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

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