

Emily Lin Siu

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EXPERIENCE

Shift Nov 2019 – Present

Software Engineer

- Full Stack development in React/Redux, TypeScript, and Golang on the Seller experience

Capital One July 2018 – Sept 2019

Software Engineer

- Delivered a secure and robust login experience for small and medium-sized Commercial Banking customers; developed a backend orchestration layer, created APIs in Java Spring, and managed deployments on an automated pipeline to AWS cloud infrastructure
- Remediated critical security vulnerabilities related to network security and authorization/authentication, and increased team test coverage by 90%
- Worked closely with Product Owner and Tech Lead in an Agile team of 8
- Drove successful recruitment outcomes through campus tech talks, panels, and talent marketing. Increased acceptance rate of candidates who received offers, as well as prospective candidate engagement

Thomson Reuters May – Aug 2017

Software Engineering Intern

- Implemented C# .NET backend for generating Tax and Accounting reports in a cloud-based product called Onvio
- Won 1st place in a 36-hour Hackfest with 600+ participants of 91 competing international teams in a team of 9 for a working activity monitor prototype, which was adapted into a full project to replace manual time entry
- Reduced the total execution time of 2700+ integration tests from 18 to 14 minutes to increase development efficiency

PROJECTS

Stardew Valley App – React May 2019 – Present

- Created a web app that displays useful details about selected items through MediaWiki API calls to help make game decisions

Video Game Projects – C#, Unity Jan – Apr 2018

- Designed and implemented a 4-player team-based action platform game called Steal The Spotlight published on itch.io in a team of 4 with Agile methodology in an iterative development process
- Developed a sandbox flying game called Sky with a highscore tracker for the fastest players who overcome the obstacles
- Recreated a classic dungeon level and implemented a custom level of The Legend of Zelda (NES) in a team of 2

Food Inventory Manager – Java, SQL, Firebase July 2016 – July 2017

- Built an Android mobile app that improves food inventory management using a real-time database with user authentication
- Published on the Google Play Store with 500+ active users

SKILLS

Programming Languages: React/Redux, TypeScript, Golang, Java, Python, C#, C++, SQL

Technologies: AWS, Unity, Android Studio, Git, Visual Studio .NET

EDUCATION

University of Michigan, Ann Arbor, MI Graduated Apr 2018

B.S. Computer Science GPA: 3.17

- Minor in Japanese, 2 awards for Best Japanese Presentation, Japan Study Abroad in Spring 2016
- Relevant Coursework: Data Structures and Algorithms, Web Database and Information Systems, Database Management Systems, User Interface Development, Computer Security, Computer Game Design and Development