Emmi Russo

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EDUCATION

The University of Chicago, Chicago, IL   Expected June 2018
B.S. in Computer Science / B.A. in Psychology
Honors: Dean's List 2015 – 2017, Psi Chi Honor Society

TECHNICAL SKILLS

Proficient: C, HTML5, CSS3, JavaScript, AngularJS, Git
Comfortable with: Ruby on Rails, Java, Sass, Protocol Buffers, Bash
Exposure to: SML, PHP, R, Typed Racket, Python, SVN, MySQL, Google Cloud Platform, Bootstrap

EXPERIENCE

Square, San Francisco, CA – *Software Engineer Intern*   June – September 2017
- Wrote and deployed industry−standard code in a fast−paced, agile development workflow
- Implemented an interactive widget as a tool for Square's API documentation website using Ruby on Rails, JavaScript, HTML, Sass, and Square's e−commerce Rails SDK
- Placed third in Intern Hack Week by using Ruby on Rails, MySQL, Slim, HTML, and SCSS to add automated and custom visual achievement badges to Square's internal HR website with two other interns

Google, Seattle, WA – *Engineering Practicum Intern*   June – September 2016
- Built a guided flow that allows Cloud Launcher solution partners to control the configuration options available to the customers deploying these solutions
- Used HTML, CSS, JavaScript, and AngularJS to build the front−end structure of the configuration editor according to UX mocks as well as implement dynamic use of back−end data about the solution configuration

Google, Mountain View, CA – *Engineering Practicum Intern*   June – September 2015
- Enhanced code that displays knowledge graph facts to support subscripts and superscripts across multiple platforms by enriching protocol buffers as well as updating templates through a template−rendering engine
- Implemented a Java handler for electron shell configuration and chemical formula knowledge graph facts to add and render the appropriate subscript/superscript information

PROJECTS

UC Cheer Website   Spring 2017
- An updated look for the UChicago Cheerleading team's website – HTML5, CSS3, AngularJS

Life of the Mind – *Uncommon Hacks*   Spring 2016
- Game controlled by Muse headband speedometer and EEG data – Unity game engine, C#, Muse
  - Awarded "Most UChicago" Prize

Telephone – *Computer Science Summer Institute*   August 2014
- Online game of Telephone – JavaScript, Python, HTML5, CSS3, jinja2, Google App Engine (Python)

LEADERSHIP AND ACTIVITES

The Communication and Learning Lab, Chicago, IL – *Honors Thesis Researcher*   Winter 2017 – Present
University of Chicago Cheer Squad, Chicago, IL – *Secretary / Member / Former Captain*   Fall 2014 – Present
Grace Hopper Celebration of Women in Technology – *Google Grant Recipient*   October 2015, 2016
The Infant Learning and Development Lab, Chicago, IL – *Research Assistant*   Fall 2015 – Fall 2016
Computer Science Summer Institute, Google, Seattle, WA – *Participant*   July – August 2014