Erin Song

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EDUCATION

University of California, Berkeley   Graduation: May 2021
B.A. Computer Science (Minors: Data Science, Human Rights History)
Relevant Coursework: Algorithms, Artificial Intelligence, Operating Systems, Security, Databases, Data Structures, Data Science, Discrete Math, Probability Theory, Linear Algebra, UX Design, CS Pedagogy, Computational Music

EXPERIENCE

.gov Top Level Domain | Software Engineer, Digital Corps Fellow   Jul 2023 - Feb 2025
- Develop, maintain, and test manage.get.gov, a registrar for governments to apply for and manage .gov domains (Django, JS).
- Created APIs and webpages for the public to search .gov domain availability and Cloudflare RDAP registration information.
- Wrote scripts and CI/CD workflows to automate publishing daily records of all .gov domains, manually deploy to sandbox environments, and update production data to reflect new architecture changes (shell, YAML, Python, GitHub Actions).
- Added web accessibility features including accessible anchor links and tools to generate and customize screen reader output.

Twitter | Software Engineer   Jul 2021 - Nov 2022
- Planned and delivered UI redesign of Twitter Mon, an internal platform tool allowing Twitter staff to read, write, publish, and monitor 97k service dashboards at 390M real-time metrics/s and set alert notifications (React, JavaScript, Python, Scala).

Microsoft | Software Engineering Intern   May 2020 - Aug 2020
- Full-stack data visualization and AI tools for Lobe.ai, a no-code app that builds, trains, and visualizes deep-learning models.
- Developed web app that enables selecting deep-learning models to classify images from any camera device, visualizes prediction data on tracking dashboard, and sets customized notifications using IFTTT webhooks (React, Node, Flask, Python).

Cisco Systems | Software Engineering Intern   May 2019 - Aug 2019
- Developed Customer Experience team web dashboard (Angular.js, Java, SQL, SAP HANA) visualizing internal client sales data.

Waterline Data | Software Engineering and UX Design Intern   Jun 2018 - Aug 2018
- Built and tested back-end framework generating error reports for failed requests on enterprise data catalog UI and REST API.
- Designed UI/UX prototypes (Sketch, Illustrator) and conducted user research reports for 5 new product features including data visualization dashboards, GDPR compliance, data manipulation, data accuracy reports, and data stewardship reports.

PROJECTS

Oakland Genesis Soccer Club Organization Portal (React, Prism.js) | https://github.com/calblueprint/ogsc
- Led team of 5 developers and designers to build online portal that tracks student progress, scheduling, and donations for Oakland Genesis, a nonprofit providing free academic support, transportation, and soccer programs for low-income youth.
- Worked with team designer to build design system with reusable assets on Figma, Tailwind CSS, & React.

Unloop Classroom Portal (React, Ruby on Rails) | https://github.com/calblueprint/unloop
- Classroom web app for Unloop, a nonprofit preparing formerly incarcerated individuals for software development careers.
- Built features allowing staff to add, read, and update student profile information, progress notes, and legal casenotes.
- Implemented rich text editor and automatic email notifications for student assignments, casenotes, and action items.

TEACHING

UC Berkeley EECS Department | Undergraduate Student Instructor (CS 375: Teaching Techniques for CS)
- Taught weekly sections on CS pedagogy and education theory, with focus on training new EECS TAs and course staff.
- Developed curriculum guiding EECS staff on effective classroom facilitation, with an emphasis on educational equity.

SKILLS

Programming: Python, Java, JavaScript, HTML/CSS, React, Ruby on Rails, Flask, SQL, Node, R, C++, C, Golang
Miscellaneous: Git, Pandas, NumPy, Technical Writing, User Research, Usability Testing, Open Source Software