

Erin Song

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EDUCATION

University of California, Berkeley

Graduation: May 2021

B.A. Computer Science (Minors: Data Science, Human Rights)

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

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.

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.

COMMUNITY

Cal Blueprint | VP of Projects, Project Manager, Full-Stack Software Developer

- Developed for and led student project teams to build and deliver pro-bono web and mobile applications for nonprofits.

Berkeley ANova | CS Instructor, Software and Curriculum Developer

- Mentored low-income middle and high school students in after-school CS program for Berkeley/Oakland school districts.
- Developed full-stack web application portal for instructors to centralize teaching tasks and reference curriculum content.

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, C, Golang

Design: UI/UX, Sketch, Figma, Adobe CC (Photoshop, Illustrator, XD), User Research