

Yue Eunice Wong

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EDUCATION

University of California, San Diego

BS Computer Science

La Jolla, California

September 2013—March 2017

- **Major GPA:** 3.59
- **Honors:** Provost's Honors
- **Relevant Coursework:** Advanced Data Structure and Object-Oriented Design, Design and Analysis of Algorithm, Database System Principles, Human Interaction Design, and Usability and Information Architecture

TECHNICAL SKILLS

Languages: C++, Java, HTML, CSS, JavaScript

Design Tools: Balsamiq, InVision

Others: Node.js, Bootstrap, Visual Studio, Git, WinCVS, ClearCase, Vim, Qt Creator

EXPERIENCE

Healthware Inc.

UI/UX Developer

La Jolla, California

February 2016—Present

- Rebuilt the login and application settings user interface for a pharmaceutical application used for therapeutic drug monitoring
- Responsible for designing and implementing UX wireframes with Qt Designer and C++
- Collaborated with back-end developers to make customer-focused and business-driven decisions

Teradata

Database Engineering Intern

Rancho Bernardo, California

June 2016—September 2016

- Implemented updates and executed tests related to the installation, upgrade, and migration of Teradata Database
- Programmed shell scripts and SQL queries to perform test validations and enhance the usability of the automated tests
- Created a collaborative discussion forum for internal operations at a hackathon using Angular2 and TypeScript

Bentley Systems

Software Engineering Intern

Carlsbad, California

July 2015—September 2015

- Implemented new functionalities to RAM Structural System that allow structural engineers to design buildings
- Worked in production code for commercially released software, including code development and test coverage in C++
- Optimized the Foundation Soil Wizard editing tool by adding new features that allow users to navigate efficiently
- Designed and constructed graphical user interfaces for defaults utility dialogs using Microsoft Foundation Classes

PROJECTS

Peach <https://pea-c-h.herokuapp.com>

April 2016—June 2016

- An interactive data visualization app that helps restaurant owners to determine the most profitable location in San Diego based on their budget for rent, targeted age range for consumers, and crime rates
- Designed the user interface and developed practices for rapid prototyping
- Utilized HTML, CSS, Bootstrap, jQuery, D3.js, Node.js and Express framework

RetroBike <http://retrobike.github.io/>

April 2016—June 2016

- Built an indoor bike that powers a gaming emulator using Arduino in order to make fitness more exciting for children
- Created an interactive and engaging user tutorial that thoroughly explains the setup and safety features of RetroBike

Grape Web App <https://grapeapp.herokuapp.com>

January 2016—March 2016

- A mobile web app that incentivizes and allows users to record and analyze their altruistic behaviors
- Developed using Node.js and Express framework while manipulating JSON data using handlebars and ajax
- Created prototypes using the principles of human-centered design, and conducted user-testing to validate design decisions

Drawbot

October 2014—December 2014

- Worked with a team of 12 engineers to build a robot that could write and draw various shapes and letters
- Programmed a microcontroller to transfer signals to control the robot using Arduino

EXTRACURRICULAR

Theta Tau Professional Engineering Fraternity Executive Officer

October 2014—Present

- Organized a tech talk and a professional gathering to provide opportunities for engineering students to expand their networks and familiarize themselves with the industry

CSE Early Research Scholars Program Team Member

April 2014—December 2014

- Participated in Synthesizing Electronic Gadgets Research with Professor Steven Swanson to analyze and experiment different ways to automate the process of creating functional gadgets
- Built a device that changed colors based on the temperature differences using Arduino