

Karen Hao-Yi Tu

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EDUCATION

Carnegie Mellon University, Mountain View, CA

May 2022 (*Expected*)

Master of Science in Software Engineering

New York University, Tandon School of Engineering, Brooklyn, NY

July 2021

Preparatory Course for Graduate Studies in Computing

- Course topics include: Computer Programming in C++, Object Oriented Design, Discrete Math, Data Structures and Algorithms, Principles of Operating Systems, and Introduction to Computer Networks

University of California, Berkeley, Berkeley, CA

August 2018

Summer Session

Selected Coursework: CS160 User Interface Design and Development, Design Methodology

- Implemented five web applications using HTML, CSS, JavaScript, WebSocket, and Django.
- Awarded to one of the three design awards among 30 teams in the class of CS160 for a high-achieving design cycle.

National Taiwan Normal University, Taipei, Taiwan

January 2017

Bachelor of Arts, History, Cumulative GPA: 3.74/4.30

SKILLS

Programming Languages: Familiarity with WebDev Languages (HTML, CSS, JavaScript, jQuery), SQL, C++

Frameworks and Tools: React, Redux, RESTful API, Node.js, Unit Test (Jest), Git, Webpack

PROFESSIONAL EXPERIENCE

Trend Micro Inc.

Taipei, Taiwan

Sr. Engineer

June 2019–August 2021

- Developed Trend Micro Activation Service and credit-based licensing service UIs with 7,000+ business customers to activate and track the usage of their solutions using React and Redux.
- Migrated from multi-page to single-page web app which boosted the activation success rate by 120% in 4 months.
- Launched an internal User Behavior Report dashboard which enabled executives and analytics team to make data-driven decisions on licensing business saved the manual time of work over 60%.
- Designed, implemented, tested, and maintained the platform with features of big data visualization and role-based access control (RBAC) to advance Europe and North America sales teams' channel business.
- Ensured efficient user experience through paging loading and cache reduced the time of first contentful paint by 50%.
- Completed unit tests in Jest and React Testing Library ensured up to 100% coverage for new modules.
- Won 2nd place among 90 teams and 1,500 employees in an internal Customer Success and DevOps contest.
- Won 1st place among 20 teams in the Information System (IS) DevOps Camp.

AppWorks School

Taipei, Taiwan

Web Class Trainee

January 2019–June 2019

- Selected as one of 9 trainees from 400+ applications for the non-CS background based on programming potential.
- Built four assigned and personal web apps in VanillaJS and React/Redux independently in 75 to 80 hours per week of project-based training.

PROJECTS

Front-End Engineer, Homie — Web Application Project

March 2019

- Developed housework management app with features of OAuth login and CRUD operation via React and Firebase.
- Visualized the task-rewarding system by plotting bar charts using D3.js to drive users with initiatives.

UI Designer / Web Developer, NS WATCHER — Mobile Application Project

February 2018

- Led design for 5,000+ downloads and 4.9/5.0 rated game price comparison Android application (NS Watcher) to help users figure out the best deals.
- Developed delightful and effective interaction through VanillaJS to build an introduction website for potential users.