

Naomi Koo

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Skills

- Languages: Java, C++, C, Python, Sql, HTML, CSS
- Experience with Android Studio, Git, UNIX, Bash

Experience

Software Engineer - Product

San Francisco, CA

WISH

Sept. 2017 - Present

- Worked on front end and back end features for Wish Android app in Java and Python
- Implemented several experiments for express shipping related items that led to up to increases in express shipping item gross merchandise volume
- Implemented new animation-heavy features such as a daily login bonus that gave users coupons for signing in that increased DAU
- Designed and implemented a daily giveaway raffle feature programmed to work in various timezones simultaneously, which increased profit and DAU

Software Engineer - Android

Redwood City, CA

CARROTSENSE

Jan. 2017 - Apr. 2017

- Developed core features for main Android app product
- Built main features with various custom user-interactive views, such as views with dynamically changing heights controlled by a slider
- Worked closely with designers and product managers to polish features
- Used AWS Cognito API to store and sync user information on AWS and implemented real-time updates of user information to the app dashboard

Agile Software Engineer

Toronto, ON

TRIBALSACLE

May. 2016 - Aug. 2016

- Worked on Android and iOS redesigned app for large American news corporation
- Implemented push notifications to the user using the Appboy API, and worked on the Alerts page for the user to control which notifications to receive
- Implemented slideshows, and added a caching layer for the slideshow images with a SQLite database
- Investigated and refactored code to alleviate memory leaks

Projects

Exam Schedule

PERSONAL PROJECT

- Simple web app written in HTML/CSS and Javascript that allows users to choose the term and courses that they are in and shows exam schedules for the course
- Used UW API to get course information for a specified term and get its exam schedule

Space Asteroids

USER INTERFACES CLASS PROJECT

- Game developed in Java using Java Swing library
- Implemented level editor for custom-made levels with several UX features such as undo/redo, copy/paste, and translations/transformations of obstacles.

Education

University of Waterloo

Waterloo, ON

CANDIDATE FOR BACHELOR OF COMPUTER SCIENCE

Sept. 2014 - Expected graduation 2019

- 4A Computer Science
- Cumulative and major average of 88