JANE LE

4A Mechtronics Engineering Student | https://janele.ca/

+ WORK EXPERIENCE

Twitter Software Engineering Intern (Fullstack)   May 2022 - Sep 2022

- Created an **internal dashboard** that can customize, alert, and monitor deployments of interest for teams at Twitter.
- Organized discussions with the Service CD team to receive feedback for multiple dashboard UI iterations created in **React**.
- Architected backend API endpoints using **Scala**, **Finagle**, and **MyBatis** to perform CRUD operations for the dashboard in a safe, optimized, and documented manner.

Coursera Software Engineering Intern (Backend)   Aug 2021 - Dec 2021

- Shipped new API endpoints and improvements in **Scala** for **Coursera for Teams**.
- Developed and authored a **technical design document** for an **ETL process** that transfers data into an offline storage, reducing latency of customer billing history.
- Cleaned technical debt in production databases by creating **Airflow** jobs to backfill datasets using **SQL** queries.

Bunch Game Developer Intern   Jan 2021 – Apr 2021

- Released **Mars Dash: Battle Running Game v1.0** within a fast-paced timeline of 3 months by developing battle pass, character selection, and reactive networking systems using **Unity (C#)**.
- Prototyped and pitched the first iteration of a new Mars Dash game mode, which spearheaded product implementation.
- Integrated **Firebase** to store user player preferences and track metrics such daily active users, retention rate, and average rounds played.

Zynga Software Engineering Intern (Frontend)   May 2020 – Aug 2020

- Enhanced **Words with Friends 2** by using **Typescript**, **MobX**, and **React Native** to add advertisements for in-game purchases, and correct defects.
- Shipped a key social feature that encourages players to connect to Facebook by using incentives, **increasing Facebook connect rate by 125%**.
- Collaborated with product teams to analyze trends for an in-game player retention feature and updated it accordingly, **increasing overall game creations by 1.07%**.

Climax Media Frontend Developer Intern   Sep 2019 – Dec 2019

- Developed new UI features and bug fixes for **Honda.ca** using **React** and **C#**.
- Contributed to the release of Honda's CO2 emissions display by implementing reusable UI components which boosted environmentally-friendly sales.
- Integrated a custom **Google Tag Manager** data layer across all of Honda's React apps to enable sufficient data tracking for the client.

Siemens Healthineers Software QA Specialist Intern   Jan 2019 – Apr 2019

- Eliminated the need for manual testing by initiating development for a mobile test suite for epoc® software using **Pytest** framework and **Appium API**.

+ CONTACT

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- linkedin.com/in/janelamle/
- janele.ca/

+ LANGUAGES

JavaScript
Scala
Typescript
C#
C++
Python
SQL
HTML/CSS

+ TECHNOLOGIES

React, React Native, Unity, Flask, MobX, Firebase, Git, Jenkins, Figma, AutoCAD, Android Studio, MySQL, Airflow, Redshift, AWS, MyBatis, Finagle

+ EDUCATION

University of Waterloo
BASc, Mechatronics Engineering
2018-2023

Relevant Courses
- MTE 140 Data Structures & Algorithms (**C++**)
- MTE 241 Introduction to Computer Structures & Real-Time Systems (**C**)
- MTE 325 Microprocessor Systems and Interfacing
- ECE 457A Adaptive and cooperative algorithms

+ INTERESTS

House plant **caretaker**.
Stardew Valley **farmer**.
Newbie indoor **rock climber**.