

JANE LE

3B Mechtronics Engineering Student | <https://janele.ca/>

+ WORK EXPERIENCE

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 as 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**.

+ PROJECTS

Lumi SlackBot Python, SlackAPI, Flask, Ngrok

- Programmed a **slackbot** to automate sending random conversation-starters daily.

TeaBuddy Android App Kotlin, Firebase, Realm

- Published an **Android application** that enables tea-lovers to make posts and comments about tea, obtain tea information, and time their brews.

+ CONTACT

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+ 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

+ EDUCATION

University of Waterloo
BASC, Mechatronics Engineering
2018-2023

Relevant Courses

- MATH 115 Linear Algebra for Engineering
- MTE 140 Data Structures & Algorithms (**C++**)
- MTE 241 Introduction to Computer Structures & Real-Time Systems (**C**)
- MTE 325 Microprocessor Systems and Interfacing

+ INTERESTS

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