

# JOHANNA LOEPKE

Availability: July - Dec 2019

johanna.loepke@gmail.com | johannaloepke.github.io | github.com/johannaloepke | linkedin.com/in/johannaloepke

## EXPERIENCE

### Software Engineer / Product Manager Co-op – ASICS Digital – Boston, MA

August 2018 – present

- Worked on a cross-functional team for OneASICS, an SSO app and personalization service, to:
  - Rewrite the entire frontend in JavaScript and update Go backend functionality
  - Configure Facebook and Google OAuth
  - Coordinate with 3rd party vendors to enable automatic translations
  - Revise the team's deploy process using bash scripts, Terraform, Grunt, Docker, and CircleCI
- Leading product discovery in the millennial female fitness space by researching competitors, creating surveys, conducting customer interviews, and sharing insights with management

### Software Engineer Intern – Microsoft – Seattle, WA

May 2018 – July 2018

- Improved text-to-speech functionality in C++ for Narrator, a screen reader for blind and low-vision users, on the Windows Accessibility team
- Architected and developed the Read by Sentence feature - a high-priority user pain point - considering extensibility and corner cases when making design decisions and writing tests for a large legacy codebase

### Software Engineer Co-op – Intuit – San Diego, CA

July 2017 – December 2017

- Developed customer-facing website changes for TurboTax and QuickBooks using HTML, CSS, and JS/Angular
- Implemented complete end-to-end Serverless answer generation Slackbot, built in AWS with Python Lambdas, that also trains a machine-learning model projected to save the company \$2-3 million in contact costs

### Research Lab Assistant – NU Augmented Cognition Lab – Boston, MA

October 2016 – May 2017

- Studied how humans interact with avatars in certain emotional scenarios, identifying differences based on virtual gender
- Created scenarios in iClone 6, ran simulations with the HTC Vive, collected data with Bitalino sensors

### HackMIT Virtual Reality Game – Boston, MA

September 2016

- Built a Google Cardboard VR simulation of the solar system with Unity and C# scripts at this 24-hour hackathon

## SKILLS

**Languages:** Java, HTML/CSS, JavaScript, Dr. Racket (Scheme/Lisp); *Familiar with:* C++, Python, Go, Assembly, Bash

**Tools:** AWS Lambda/API Gateway/DynamoDB, Unity, Firebase, Docker, Photoshop, Zeplin, Sketch, GitHub, JIRA

**Foreign Languages:** *Fluent:* English & German, *Intermediate:* Spanish, *Beginner:* Japanese

## EDUCATION

### Northeastern University – Boston, MA

September 2015 – present

Candidate for Bachelor of Science in Computer Science and Cognitive Psychology

Expected: May 2020

**Honors:** University Scholar (full-tuition), GPA 3.75/4.0, Dean's List, Early Research/Creative Endeavor Award

**Relevant Coursework:** Object-Oriented Design, Computer Systems, Algorithms & Data Structures, Software Development, Human-Computer Interaction

**Clubs/Activities:** NU Women in Technology, IDEA Venture Accelerator, Buddhist Group, Cooking, Music Production, Film

## LEADERSHIP

- Tutor for Fundamentals of Computer Science II, an introductory course in Java
- Alternative Spring Break Leader for sea turtle conservation in the Bahamas
- Awarded Jelly Incubation Fund for diversity initiatives within the College of Computer and Information Science
- Founded Ayer Homework Club, an after-school tutoring program for elementary school students