Johanna Loepke

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EDUCATION

Northeastern University, Boston, MA   **May 2020**
B.S. in Computer Science and Cognitive Psychology   GPA: 3.8/4.0

Awards: University Scholar, Early Research/Creative Endeavor Award, Jelly Incubation Fund Award
Relevant Courses: Object-Oriented Design, Human-Computer Interaction, Computer Systems
Extracurriculars: Tutor for CS2510 (beginner Java), IDEA Venture Accelerator, Puzzle Challenges & Hackathons

WORK EXPERIENCE

Asics Digital   **Aug. 2018 – Dec. 2018**
Software Engineer Co-op   Boston, MA
- Developed and integrated a custom Single Sign-On (JavaScript and Go) into Runkeeper v9.4 on Android (Java and Kotlin), a fitness app with 50M+ users
- Rewrote team's deploy process, cutting code to production time in half, with bash scripts, Terraform, Grunt, Docker, and CircleCI
- Advocated for accessibility – created a JIRA Epic, gave a tech talk, and logged & fixed usability bugs

Microsoft   **May 2018 – July 2018**
Software Engineer Intern   Redmond, WA
- Architected and coded the 'Read by Sentence' feature for Narrator, Windows' default screen reader, in C++
- Considered extensibility & edge cases when making design decisions & writing tests for a large legacy codebase
- First shipped in Windows 10 build 18262 to 10M+ Insider users, now in up-to-date OS

Intuit   **July 2017 – Dec. 2017**
Software Engineer Co-op   San Diego, CA
- Designed and implemented answer generation Slackbot, utilizing AWS Python Lambdas and Serverless, which trains a machine-learning model projected to save the company $2-3 million in contact costs
- Built Firebase NPS score aggregator and tracker which anonymized Scrum team member names with animals

SKILLS

Languages: Java, Python, JavaScript, HTML/CSS, C++
Technologies: AWS Lambda/API Gateway/DynamoDB, REST APIs, Postman, JUnit, IntelliJ, Unity, Sketch, Git

PROJECTS

Personal Website: johannaloepke.github.io

Solar System in Virtual Reality
- Created Google Cardboard VR space simulation at HackMIT with Unity and C# scripts (Easter egg on Pluto)

Wines of the World Map (in-progress)
- Constructing an interactive map of global wine regions and their grape varietals using custom GeoJSON, QGIS, amCharts, and Vue.js