

KELLY HE

STUDENT & SOFTWARE ENGINEER

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in kellihe
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EDUCATION

Massachusetts Institute of Technology

May 2022

Bachelor of Science in
Electrical Engineering and
Computer Science

Technical GPA: 4.7 / 5.0

SKILLS

Programming Languages

Python, JavaScript, Java, C++,
HTML/CSS

Other Tools / Frameworks

React, SQL, Material UI, Git,
Node.js

ACTIVITIES AND LEADERSHIP

Fundamentals of Programming Lab Assistant

Aug 2020 - Present

IEEE Core: Faculty-Student Relations Chair

Sep 2020 - Present

UA Innovation Member

Mar 2020 - Present

MIT Campus Tour Guide

Dec 2018 - Present

Physics Teacher for MIT Global Teaching Labs

Jan 2020

MIT Solar Electric Vehicle Team

Nov 2018 - May 2019

WORK EXPERIENCE

Cogo Labs

Software Engineering Intern | Sep - Dec 2020

- Finding viable small cap companies with potential in which to invest and acquire
- Identifying successful and unsuccessful company traits and patterns to create a machine learning model using SQL and Python

Salesforce

Software Engineering Intern | Jun - Aug 2020

- Created a voice commerce experience by integrating Google Assistant with our e-commerce platform
- Set a precedence for modular front end development by using the back end for front end (BFF) pattern
- Collaborated with 2 peers to integrate product details and listing functions
- Enabled fast and efficient queries by producing a GraphQL endpoint that resolved data from the commerce SDK and its APIs using JavaScript
- Set up webhooks to integrate GCP's Dialogflow with the Google Assistant application using Node and Express

Youth Global Network: Project-C

Software Engineering Intern | Jun - Aug 2019

- Compiled meaningful data and statistics into MongoDB for teachers to learn about their students' application progress, such as component usage, time spent, and tutorial progress from a SQL database
- Began creating a teacher reports page and data visualizations for the calculated statistics using React

Hosta Labs

Software Engineering Extern | Jan 2019

- Helped improve the depth perception performance by comparing the built in functions of phone cameras and the internal algorithm
- Created a tab with a mock interactive 3D model in the iOS application using Swift

PROJECTS

kellyhe8.github.io | Personal Website

Aug 2020 - Present

- Designing a personalized space online for my thoughts and information using React and Material UI (check it out!)

tiLED | Toy Product Design

Feb - May 2019

- Designed and manufactured a light up, wireless, and modular tile game in a team of 5
- Created wireless connection between hardware and coded 3 game modes in Arduino

playdate | HackMIT

Sep 2019

- Created a social web app which shows nearby activity recommendations on a map in real time
- Users could create and join public activities to meet new people and grow their communities
- Personally designed the "Feed" page using HTML/CSS, and bootstrap