Laura Fang

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EDUCATION	**University of California, Davis**	**Dec 2017**

- Bachelor of Science in **Computer Science**
- Minor in Statistics

TECHNICAL SKILLS

Front-End:	JavaScript, HTML5, CSS3, React + Redux, D3, AngularJS
Back-End:	Python, Java, C++, Ruby on Rails, Swift
Databases:	SQL, AWS EC2, AWS S3, DynamoDB, Docker, Redshift

PROFESSIONAL EXPERIENCE

Data Lion Technology Inc.	**Mar 2016 - Jun 2016**
Software Engineer Intern	

- Designed and implemented ***ETL*** (Extract, Transform, Loading) System for processing Big Data
- Researched open source projects for handling PB Level **SQL Query Engine**
- Built a **distributed SQL query engine** allowing users to query from different clusters
- Created **API service** using Docker + Kubernetes for handling 100K+ QPS requests service
- Wrote some unit tests and configured with CI system for automation tests
- Monitored service by dumping logs to elastic search and visualized by **Grafana**
- Wrote backend service for providing APIs for front-end UI

Data Lion Technology Inc.	**Jun 2016 – Sep 2017**
Software Engineer Intern	

- Built Dashboard **UI** from scratch by using **React + Redux** framework
- Refactored codes, separated APIs, business logics, and UI styles
- Created blogs system that allow user to write tech blog in the website
- Implemented rich text editors that allow users to upload image and send feedbacks
- Nicely showed error messages based on APIs response

SIDE PROJECTS

One By One Rescue Organization	**March 2016- June 2016**
Front-end Developer	

- Implemented real-time videos and interactive gift prompting up component
- Built home page for website and wrote automating deployment scripts to App Engine
- Refactoring old codes and made code architecture clean

UC Davis Health System Full-stack Developer	**June 2016 - June 2017**
Full-stack Developer	

- Created Review Component for plugging into Health System
- Built fantastic UI by using **D3** and made it reusable
- Reduced compiling time and did improvement on web loading speed

Pokémon Game	**Aug 2015 - Dec 2015**
Machine Learning	

- Collected massive game data and push it to AWS RedShift (**TB Level** SQL Query)
- Created complex **SQL** to retrieve data from **RedShift** and trained different models
- Evaluated Different models and did cross-validations for results