

# Lily Peng

42 Avenue B Apt 2  
New York, NY 10009

ms.lilypeng@gmail.com  
(737) 704-8796

Github: lily-peng  
U.S. Citizen

<b>EXPERIENCE</b>	<b>IBM</b>	<i>July 2015 – Present</i>
	<i>Software Consultant / Front-End Developer</i> <ul style="list-style-type: none"><li>Utilizing my proficiency in IBM BPM (Business Process Manager) and front-end web development to create enterprise web and mobile applications for various IBM clients</li><li>Developing solutions in BPM using Javascript and SQL, and building UIs using HTML/CSS</li><li>Designed low-fidelity prototypes and mockups and developed the front-end of two websites for the IBM Client Vantage team</li><li>Published articles detailing the process of hosting websites on the IBM Cloud platform and integrating Github for continuous delivery</li><li>Forged client relations and pitched proof-of-concept solutions to clients as a business analyst while thoroughly diagramming their business processes</li><li>Clients include Chevron, The State of Alaska Parks and Recreation, New York Life, SAP, AXA, and IBM Client Vantage</li></ul>	
	<b>Georgia Tech Research Network Operations Center (RNOC)</b>	<i>May 2014 – May 2015</i>
	<i>Full-Stack Developer</i> <ul style="list-style-type: none"><li>Implemented the full-stack development of Campus Tour Editor, a browser-based mobile app that utilized Argon.js, an augmented reality web browser for mobile devices</li><li>Integrated a browser-based head tracking UI with Microsoft Kinect using OpenKinect</li><li>Coordinated seminars through management of the lab website and social media accounts</li><li>Advised Georgia Tech students with technical projects and questions</li></ul>	
<b>EDUCATION</b>	<b>Georgia Institute of Technology (Georgia Tech)</b> BS in Computer Science, 3.3 GPA	
<b>PROJECTS</b>	<b>Remember Skylight</b>	<i>Jan 2018</i>
	<ul style="list-style-type: none"><li>Designed, developed, and launched a Unity-based narrative game for Global Game Jam. Ported to the web in HTML5 format</li></ul>	
	<b>Campus Tour Editor</b>	<i>May 2014 – May 2015</i>
	<ul style="list-style-type: none"><li>Developed front-end using HTML, CSS, and Javascript with jQuery Mobile as well as back-end by creating a REST API using PHP with a MySQL database for a responsive website</li></ul>	
	<b>Fountains of Barcelona</b>	<i>July 2013</i>
	<ul style="list-style-type: none"><li>Invoked Google Maps API to create a website that displayed major fountains in Barcelona as custom icons on a map, allowed filtering options, and displayed the optimal route for travelers</li></ul>	
<b>SKILLS</b>	<b>Languages:</b> Javascript, ES7, HTML5, CSS3, Sass, PHP, XML, Java, Python, C# <b>Frameworks:</b> jQuery, jQuery Mobile, Bootstrap <b>Databases:</b> SQL/MySQL <b>O/S:</b> Windows, Linux/Ubuntu, Mac, Android <b>Tools:</b> Atom, Eclipse, Android Studio, Arduino, Adobe Photoshop, Illustrator, Unity <b>Other:</b> Github, web design, API design & development, UI/UX design, game development, creative writing	