

Loni Tra

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EDUCATION:

- University of Washington, Seattle, WA
Bachelor of Science in Computer Science Expected: March 2022
- Washington State Academic Redshirt (STARS) Scholar
 - Member of highly competitive engineering enrichment program for Washington state students from underserved high schools
 - Relevant Coursework: Computer Programming I & II, Software Design & Implementation, Data Structures & Parallelism, Interaction Programming
- Mariner High School, Everett, WA June 2017
- Relevant Coursework: Introduction to Programming
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TECHNICAL SKILLS:

- **Languages:** Java (proficient), C# (familiar), HTML/CSS (familiar), Python (familiar), JavaScript (familiar)
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TECHNICAL EXPERIENCE:

- Software Engineer Intern, Microsoft** April 2020 – Present
- Leverage teammates in learning and adapting to team operations and codebase under remote circumstances
 - Responsible for implementing and shipping new property onto an existing Windows Forms control
- Facebook University for Engineering Intern, Facebook** June 2019 – August 2019
- Participated in Android mobile development training building four different apps in three weeks, including apps like Twitter and Instagram
 - Built own Android app from scratch in a team of three using Java, Parse, and Android Studio
 - Designed features and UI flow that would best resolve Facebook University training communication issues the app aimed to solve
- Computer Science Summer Institute, Google** July 2017 – August 2017
- Selected to participate in an intensive programming institute learning web app development in HTML, CSS, JavaScript, Python and Google AppEngine from Google engineers
 - Utilized Python and Datastore to store and pull data for the creation of a web application
 - Collaborated with colleagues in order to produce a minimum viable product under a given time constraint
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PROJECTS:

- HelpQ – an Android app that revamps the CodePath training that Facebook University Engineering interns Experience by facilitating smoother communication between students and administrators.**
- Implemented multiple core and stretch features within the app using Java
 - Designed & updated UI to improve overall UX
 - Conducted tests to ensure stability of app for presentation and client use
- HERD – a web application that offers a visual and a count of people in an area so that traffic can be accounted to manage time effectively.**
- Utilized Python and Datastore to store and pull user unique ID and location
 - Designed and implemented feature that tracks number of users nearby
 - Collaborated with front-end to improve UI
- Corgi Adventure – a scratch game for the entertainment of others.**
- Designed UI of the game
 - Tested game with myself and multiple users for bugs and feedback to improve UX
 - Implemented additional game features based on feedback to improve UX
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ADDITIONAL EXPERIENCE:

- CSE 190Z Teaching Assistant, Paul G. Allen School of Computer Science** September 2019 – March 2020
- Facilitated weekly office hour and 1-1s to aid students in understanding basic programming concepts
 - Reviewed and critiqued lesson plans and assignments to achieve an effective intro CSE curriculum
 - Evaluated student work to provide constructive feedback for improvement in student understanding
- Engineering Peer Educator, University of Washington College of Engineering** April 2018 – December 2018
- Collaborated with three other peers to develop an entire quarter's worth of curriculum and activities that would best aid incoming freshmen
 - Communicated with Engineering Peer Educator leads for clarification and progress updates
 - Facilitated a classroom of 20 students in studying engineering and its interdisciplinary nature