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

TECHNICAL SKILLS:

- **Languages:** Java (proficient)**,** HTML/CSS (familiar), Python (familiar), JavaScript (familiar)

TECHNICAL EXPERIENCE:

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

Student Researcher, *AccessMap*   October 2018 – March 2019
- Collected, filtered, and visualized longitude/latitude/altitude data using emTripLog app, Python, and QGIS
- Analyzed GPS data to strategize to improve accuracy of elevation estimates

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

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

ADDITIONAL EXPERIENCE:

CSE 190Z Teaching Assistant, *Paul G. Allen School of Computer Science*   September 2019 – March 2020
- Facilitate weekly office hour to aid students in understanding basic programming concepts
- Review and critique lesson plans and assignments to achieve an effective intro CSE curriculum
- Evaluate 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