LUCY BECK

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EDUCATION

Northwestern University   **Evanston, IL**
Bachelor's Degree, Computer Science, GPA: 4.0/4.0   *Sep 2021 - Jun 2024*

Cornell University   **Ithaca, NY**
Bachelor's Degree, Computer Science, GPA: 4.09/4.3   *Sep 2020 - May 2021*

SKILLS

Coding Languages: Python, Java, C, C++, JavaScript, TypeScript, HTML, CSS, SQL, JSON, Lua, Racket, Salesforce Apex, SOQL
Frameworks: Flask, Unittest, Selenium, React, Jest, Salesforce Lightning Web Components, Salesforce Aura Components
Technologies: AWS Lambda, DynamoDB, Docker, Kubernetes, Jenkins, Postman, Heroku, Git, GitHub, Bitbucket, Jenkins, Jira
Awards & Honors: Intuit Spotlight Award, Cornell AppDev Hack Challenge Winner, Cornell Dean's List, Northwestern Dean's List

EXPERIENCE

Intuit   **Mountain View, CA**
Software Engineer Intern   *Jan 2022 - Jun 2022*
- Built Slack Bot using Bolt for Python and stored Slack data in NoSQL database using Amazon DynamoDB and Boto3
- Deployed Slack Bot to AWS Lambda and set up request URL for Slack events using API Gateway's HTTP endpoint
- Protected access to Slack Bot using AWS Secrets Manager and monitored metric data through Amazon CloudWatch
- Optimized documentation migration efficiency by 99% by creating Python script that automates JSON file creation

Fidelity Investments   **Durham, NC**
Software Engineer Intern   *Jun 2021 - Aug 2021*
- Utilized JavaScript, HTML, CSS, Salesforce LWC, Apex, & SOQL to create custom components for community platform
- Created API calls that query and filter data from Salesforce CRM and displayed data in the form of 6 interactive charts
- Performed JavaScript unit tests using Jest, integration tests, and end-to-end tests to deliver high-performing software
- Streamlined software development and CI/CD using Git, Bitbucket, Jenkins, Jira, and Agile/Scrum methodologies

Reworld Inc   **Seattle, WA**
Software Engineer Intern   *Feb 2021 - Mar 2021*
- Created 3D multiplayer action shooter game in which players use Avocado Goop Guns to defend cows from enemy UFOs
- Formulated algorithms in Lua that simulate gravity, velocity, collisions, explosions, bombs, missiles, and gun mechanisms
- Built system manager to track 4 waves of UFOs, boss UFO, player health, powerups, leaderboard, and remaining cows
- Conducted quality assurance testing on mobile and PC versions to identify and remove errors before product launch

Cornell Nexus   **Ithaca, NY**
Software Engineer   *Mar 2021 - May 2021*
- Collaborated with team members to build autonomous robot that removes microplastics from polluted beaches and oceans
- Developed GUI that displays robot's position, orientation, and area traversed using sensor data, Matplotlib, & PySimpleGUI
- Implemented buttons to store data, track location, print coordinates, and toggle between autonomous and manual control

Northwestern Medicine   **Winfield, IL**
Perioperative Care Technician   *Jun 2020 - Aug 2020*
- Monitored vital signs, measured glucose levels, collected blood samples, and cared for patients before and after surgery
- Updated paper and electronic medical records regarding patient information while complying with HIPPA regulations
- Developed a plan that prevents patients needing multiple surgeries from going under anesthesia more times than necessary

PERSONAL PROJECTS

Challenge with Friends
- Created routes that allow players to make an account, form groups, create challenges, upload pictures, and view leaderboard
- Implemented relational databases to store player information, groups, and challenges using Python Flask and SQLalchemy
- Built Docker container and deployed app to Heroku cloud platform to allow users to connect to the server and make API calls

Crossy Road Game
- Constructed GUI that receives user input to support interactive game play using the model-view-controller design pattern
- Designed multiple levels that support JSON files, audio, 2D graphics with hitboxes, and scheduled events in Python
- Utilized property decorators, generators, and coroutines to create model classes that support 2D animation

Photo Editor
- Developed GUI that allows the user to upload an image file, adjust light levels, apply filters, and save edits
- Designed filters using mathematical algorithms in Python to manipulate pixel data in the form of RGB and HSV values
- Implemented an edit history that tracks up to 50 modifications, allowing the user to undo and reset edits to an image