Lucy Lou

Software Engineer • San Diego, CA • (858) 900-5331
lucy.lou@berkeley.edu • linkedin.com/in/lucy-lou

Experienced and passionate with software development and UI/UX design. Eager to pursue frontend engineering to create innovative, impactful products. Portfolio website: lucylanlou.github.io

WORK EXPERIENCE

- **Ethicable**, Mountain View
  Engineer (Frontend/UI/UX)   08/2023-04/2024
  - Spearheaded frontend/UI/UX development in a fast-paced startup environment
  - Designed and coded with React.js ethicable.ai, trustwrite.ai, and key features of TrustWrite: dashboards with statistical graphs, tables to list assignments and submissions pulled from Canvas LMS, timed quizzes, and score reports with a focus on intuitive user experience (in closed beta)
  - Rebranded color scheme and logo to better reflect company values and mission
  - Worked on backend integration with GraphQL, Redis Pub/Sub, and AWS SQS and SNS

- **Thermo Fisher Scientific**, San Diego
  Software Engineer II   07/2022-06/2023
  - Collaborated and accelerated feature completion of an embedded systems medical PCR testing device by implementing user interface and new functionalities (such as exporting logs to a USB, scanning and saving barcode data, user authentication) and troubleshooting/fixing bugs
  - Improved the device target line detection algorithm using smoothing, color contrast, and derivatives

  Software Engineer Intern   01/2021-08/2021
  - Built React Native mobile app that aids with recording mass PCR testing by scanning patient info barcodes, takes pictures of result strips, and uploads to an AWS Cloud database
  - Enhanced website used to view test results with company branding, test strip image viewing ability, and interactive customer stat graphs with various React APIs
  - Created Power BI reports for marketing spends

- **Mesa Biotech**, San Diego
  Software Engineer Intern   06/2020-01/2021
  - Worked on the UI design and firmware development of touch screen PCR testing device
  - Prototyped and implemented UI with Adobe XD and STemWin gui graphics library
  - Developed features such a maintenance user w/ hashed passwords & a test result print functionality
  - Inititated unit-testing with VS C++ NativeUnit Test framework
  - Updated software requirements documentation

- **National Association of Intercollegiate Gymnastics Clubs (NAIGC)**, Remote
  Software Development Team Member   12/2020-06/2022
  - Improved the NAIGC registration website's usability, UI, UX and competition scoring features
  - Used Ajax calls with MySQL database to save and load club and member data

EDUCATION

- **BA Computer Science, Certificate in Design Innovation**
  University of California, Berkeley   08/2018-05/2022

- **Leadership/Extracurricular at UC Berkeley**
  - Computer *Science Mentor (CSM)*   08/2018-05/2022
  - Cal Cheerle*ader and Cal STUNT Student Athlete*   10/2018-05/2022 (Captain 2021-2022)
  - Cal *Gymnastics Club Team Member*   08/2018-05/2022 (Officer 2019-2022)

SKILLS

- **Languages:** Python, Java, C++, JS, React & React Native, HTML, CSS, SQL, PHP, C

- **Tools/Libraries:** Visual Studio, Figma, GitHub, Unit Testing, Adobe: XD, LR, PS, PR, EU, AI

- **Foreign Language:** Mandarin