

Anni Luong

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• Portfolio: <https://luonga.github.io/>

EXPERIENCE

CSAA Insurance Group, a AAA Insurer | Remote

Software Engineer

Jan 2024 - Present

- Full stack development focused on the online quoting engine for auto and property quotes, utilizing Javascript/Typescript, NodeJS, and AWS
- Aided the successful rollout of online homeowner's insurance in multiple states, playing a pivotal role in enhancing accessibility for users to conveniently purchase insurance through our online application.
- Collaborated closely with Quality Assurance (QA) and Site Reliability Engineering (SRE) teams to triage and resolve software bugs, ensuring a seamless user experience and maintaining the reliability of the online homeowner's insurance platform.
- Designed and developed robust APIs to facilitate seamless communication between different components of our software ecosystem, enhancing overall system interoperability.

Software Engineer Intern

May 2023 – Dec 2023

- Utilized Google Tag Manager to help our marketing team track user interactions and events on our web application
- Participated in Agile ceremonies, including daily stand-ups, sprint planning, backlog grooming, and retrospective meetings, ensuring effective communication and collaboration within the development team.
- Participated in professional development activities including an intern hackathon, SME presentations from various leaders in the IT department, and supporting various projects for the team

PERSONAL PROJECTS

Emergency Response App

- Built an Android app for the National Fire District of the Dominican Republic to track emergency response data.
- Collaborated with stakeholders to establish project requirements and key functionalities of the app. Also actively communicated with stakeholders throughout the development process to gather feedback, address concerns, and ensure alignment with their needs.
- Created screen mockups and wireframes using Figma to help with the design and planning process
- Implemented a dynamic list and map functionality utilizing Google Maps API to display emergency incidents and their locations in real-time.
- Effectively utilized Postman for comprehensive testing of the API portion of the project, ensuring robust functionality, reliability, and seamless integration with other components.
- Deployed on Google Cloud Platform and uses Auth0 to create, authorize, and manage users to the site
- Utilized: Android Studio, Kotlin, Google Maps API, Jetpack Compose, Git, Figma, Postman, GCP, Auth0

Fishy Run Game (Award-Winning Project)

- Developed and designed "Fishy Run," a 2D arcade game, achieving recognition in the Pygames Hackathon judged by Microsoft for innovation and high-quality design.
- Demonstrated expertise in Pygame and Python, creating a visually appealing and responsive gaming environment with smooth animations and user-friendly controls.
- Introduced unique challenges and innovative gameplay elements, showcasing creativity and a deep understanding of user engagement principles.

EDUCATION

Oregon State University – Corvallis, OR
Bachelor of Science in Computer Science

August 2023

Embry-Riddle Aeronautical University – Prescott, AZ
Bachelor of Science in Air Traffic Management

December 2017