

Emily Margis

EDUCATION

University of California, Berkeley — B.A. *Computer Science* (GPA: 3.62)

August 2017 - May 2021

EXPERIENCE

Intuit, Mountain View — *Software Engineer Intern (Quickbooks Payroll)*

May 2020 - August 2020

- Worked on a cross-functional intern team to design, develop, and ship two features aimed at streamlining the contractor payroll experience for over 600 Atlas and Obill users in Quickbooks Online
- Launched feature, which allows users to send invites in bulk, to production with a 63% submission rate for new customers since release
- Released bulk payment feature to production for small subset of beta testers
- Developed frontend in React, exploring optimal solutions as well as utilizing and integrating legacy code in a fast-paced, collaborative environment

Prototype Industries Inc., Mission Viejo — *User Experience Intern*

June 2019 - August 2019

- Increased efficiency/organization and reduced confusion among external users through redesigning the main customer interface for sending document requests.
- Worked closely with writers, managers, and developers to identify usability issues with the company's patented technical publishing software, Skywriter, and proposed solutions to make it more user friendly and intuitive for internal and external users.
- Through a series of user interviews as well as usability analysis, I defined user pain points and goals, created workflows and wireframes, then iterated and improved these designs to create a final prototype to hand off to developers.

Society of Women Engineers, Berkeley — Professional Development Committee *Corporate Relations*

September 2018 - December 2018

- Reached out to Corporate representatives to organize events as part of our professional development series, aimed at giving female STEM students professional career tools.
- Organized and executed SWE's annual overnight host program, giving Berkeley's female engineering admits the support to succeed in a male-majority industry.

PROJECTS

Map Application — April 2018

- Implemented the backend of a navigation program that converts routing and location data in XML into a pixel-by-pixel image.
- Created a user interface that supports scrolling, zooming, and route finding.
- Utilizing a graph data structure, I implemented the A* shortest paths finder that relies upon heuristics to improve runtime for route finding.

BearWalk — November 2019

- Created a web app using Ruby on Rails to help students form groups in order to walk home together safely.

2D Tile Based Game — February 2018

- Developed a 2-player game by constructing a pseudorandom world generator as well as implementing game mechanics to allow players to navigate through rooms and tunnels, racing to collect items and blocking each other.

CONTACT INFO

emily.margis@berkeley.edu
(949) 943-9123

Links

margisemily.github.io
<https://www.linkedin.com/in/emily-margis-594302195/>

SKILLS

Programming

Java, Python, React, C, git, HTML/CSS, Ruby/Rails, Logisim, Latex, RISC-V, Data Analytics

Design/Research

Figma, Wireframes & mock ups, User Interviews, Usability Testing, User Flows, Personas, Storyboards, Competitive Analysis

RELEVANT COURSEWORK

Algorithms

Databases

Data Structures & Programming Methodology

CyberSecurity

Data Science Principles and Techniques

Internet Architecture

User Experience Design

Discrete Mathematics & Probability Theory

Computer Architecture and Machine Structures

Artificial Intelligence

Electrical Engineering