

## Education

**University of Washington** 9.2015 - 6.2019

B.S. Computer Science | Seattle, WA

GPA: 3.9, Magna cum laude

## Skills

**Languages:** Java, TypeScript/JavaScript, HTML, CSS, SQL

**Libraries/Frameworks:** React, Spring Boot

## Experience

### Software Engineer

9.2019 - 6.2021

OpenMarket | Seattle, WA | Java, Spring, TypeScript, React

- Designed and implemented asynchronous web service for batch processing, leveraging AWS S3 and DynamoDB
- Built a dynamic configuration library to load property attributes on-the-fly in deployed systems
- Worked on developing, extending, and deploying several RESTful APIs for the RCS platform

### Research Assistant / Open-source Contributor

6.2018 - Present

UW Interactive Data Lab | Seattle, WA | JavaScript, React, HTML, CSS

- Helped implement Idyll Studio, a WYSIWYG editor meant to lower technical barrier for authoring interactive and data-driven stories
- Link: <https://github.com/idyll-lang/idyll-studio>

### Software Developer Intern

6.2019 - 9.2019

OpenMarket | Seattle, WA | Java, Spring, TypeScript, React

- Full-stack implementation (UI and backend) of internal web application for customer service onboarding

### Teaching Assistant

1.2017 - 6.2019

UW Paul G. Allen School | Seattle, WA | Java

- Taught 1-hour weekly section for introductory programming course CSE 142 and graded homework
- Provided one-on-one help to students in the Introductory Programming Lab 2+ hours/week; helped students with debugging and object-oriented programming

## Interactive Projects

### Anything that Flies, On Anything that Moves

5.2019 | React, Idyll, D3 | Article

- Researched, wrote, and created an article on aerial bombings in Southeast Asia with an interactive timeline
- Submitted as part of the first issue of the Parametric Press: <https://parametric.press/issue-01/>
- Link: <https://parametric.press/issue-01/anything-that-flies-on-anything-that-moves/>

### American Dinner Story: An Interactive Visualization

12.2018 | D3, HTML, CSS | Class project

- Collaborated on a multi-part visualization exploring food insecurity in the United States for desktop
- Worked on scrolling and interactive map components as main contributor; helped debug modules for team
- Link: <https://cse442-18f.github.io/fp-us-food-assistance-and-inequality/visualization.html>

### Beat Basics: An Explorable Explanation

8.2018 | React, Idyll, CSS | Article

- Created an interactive explanation differentiating 3/4 and 6/8 rhythms for desktop
- Submitted to the Explorables Jam: <https://explorabl.es/jam/>
- Link: <https://megan-vo.github.io/basic-beats/>