Emily Nguyen

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Available upon request

Software Engineer specializing in developer tooling and AI-integrated infrastructure, with 5 years of experience building CI/CD systems, test frameworks, and LLM-powered workflows at scale. Passionate about autonomous coding agents and tools that accelerate engineering productivity.

Professional Experience

Senior Software Engineer @ Meta **Jul. 2024 - Present** *

- Built the team's first CI/CD device lab from scratch, provisioning servers, deploying device farm infrastructure, and managing 30+ prototype Reality Labs wearable devices across multiple sites.
- Designed CI/CD pipelines with automated build qualification, migrated legacy tooling to a modern integration platform, and established oncall and incident response processes to maintain infrastructure reliability.
- Built an end-to-end test framework for wearable devices with automated quality gates, continuous test scheduling, and daily build qualification signals across multiple test suites.
- Led the team's first structured release qualification, managing 7 release candidates and scaling test coverage from 5 to 40 contributors, surfacing 72 bugs before release.

Senior Software Engineer, Games, Audio, Test @ Dolby Laboratories **Jan. 2021 - Dec. 2023** *

- Released the Dolby Atmos Plugin for Unreal Engine, a cross-platform real time audio-processing SDK, with a team of 12, in collaboration with Epic Games, as well as other game studios and partner teams.
- Created Python interfaces for complex applications and a real-time audio C++/C SDK as a solution for integrating tools in automated workflows.
- Contributed to and optimized CI/CD systems for multiple projects, navigating complexities posed by hardware configurations and multi-platform validation, including an automated pipeline of 300+ integration and unit tests, packaging, and deployment, speeding up previous pipelines by 33%.

Related Experience

Code Coach @ the Coder School **Jul. 2019 - Jan. 2021**

- Instructed students between the ages of 7-16 in personalized one-on-one or one-on-two sessions, delivering comprehensive lessons on programming languages such as Scratch, Python, Java, and C#, emphasizing problem-solving, algorithm design, and project-building.
- Led nine week-long camps with 12-14 students each, resulting in each student producing a polished deliverable.

XR/VR Course Facilitator @ University of California, Berkeley **Jan. - May 2020**

- Facilitated a virtual reality development course for students at UC Berkeley, teaching Unity and C# through hands-on labs and a final project.

Projects

AI-Powered Developer Tooling **2025 - 2026**

- Designed an LLM tool-use automation system for autonomous coding agents, including hook-based orchestration, real-time terminal status indicators, a dual-agent pre-push code review gate, and prompt-engineered iteration loops.
- Built a multi-agent orchestration framework with automated validation, persistent cross-session memory, and event-driven notifications for AI-assisted development workflows.

Pixietown **2026**

- Python, JavaScript: Built a multi-agent orchestration visualizer with real-time state management, a Python bridge that polls task state files and broadcasts agent activity over WebSocket to a pixel-art frontend rendering live orchestration status.

Skills

Programming Languages:	Python, JavaScript, TypeScript, C++, Java, C#
Tools and Practices:	CI/CD pipelines, Docker, AWS/cloud platforms, Chef, git, GitLab CI, FastAPI, Node.js, Playwright, test automation, release eng.

Education

Bachelor's in Computer Science, 2020 **University of California, Berkeley**

*Traveled internationally while exploring new opportunities during a planned career pause.