

Nora Myer

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<https://github.com/noramy>

Education	The Ohio State University , Columbus, OH B.S. Computer Science and Engineering	Major GPA: 3.95/4.00 Graduation: May 2019
Work Experience	Microsoft <i>Software Engineer Intern – Deeply Local User Experience</i> <ul style="list-style-type: none">Delivered Feedback Hub health measures by injecting and managing app telemetry throughout data pipeline and provided data analysis for engineers through SQL scripts and visualization toolsDeveloped image-to-text analysis engine utilizing Azure Cognitive Services to enhance the accuracy of string capture for language translation feedback in C# Root Insurance <i>Software Engineer Co-op – Policyholder and Viral Mechanics</i> <ul style="list-style-type: none">Integrated Google Places API into claims flow for users to pinpoint crash location using autocomplete and map toolsBuilt Trello API integrated Ruby gem to generate and manage cards associated with a specific user for the company's Trello triage board on admin dashboardIntegrated referral bonus manager feature that utilized GiftRocket API so that referees could redeem their bonuses and check their status after test driveExtracted two new Rails engines with job scheduler and pubsub messengers to modularize the serverCreated dashboard in React for analysts to monitor AB tests, bucketing, and conversions rates and integrated D3 for visualizationsImplemented AB tests for features IBM <i>Software Engineer Intern</i> <ul style="list-style-type: none">Built an IBM-specific language plug-in for an internal IDE while following Agile practicesImplemented lexing and parsing methods, code outline hierarchy, and searching and filtering tools in Java and designed a graphical options menu for editor preference using toolkits	May 2018 – Aug 2018 Jan 2018 – May 2018 May 2017 – Aug 2017
Project Experience	Google CodeU Program <ul style="list-style-type: none">Improved implementation of a basic chatroom by creating a clean GUI using JavaFx tools and creating server persistence by utilizing Firebase Berkeley Pacman AI Project <ul style="list-style-type: none">Designed intelligent agents for Pacman game using stochastic search algorithms, multiagent minimax and expectimax algorithms, and reinforced learning concepts like Q-learning in Python	Mar 2017 - Jun 2017 Oct 2017 – Nov 2017
Languages & Tech	<ul style="list-style-type: none">Ruby on RailsJavaScriptJavaCSS/HTML5ReactNativeGitRSpecMochaRedux	