

Education

Brown University '18
B.A., Computer Science
B.A., Music

GPA: 3.82

Relevant courses:

- Modern Web Apps
- User Interface Design
- The Entrepreneurial Process
- Managerial Decision Making
- Management of Industrial and Nonprofit Organizations
- Discrete Structures and Probability
- Computer Systems

Skills

Languages: TypeScript, JavaScript, HTML/CSS, C#, Java, SQL

Technologies: React/Redux, jQuery, Node.js, Express.js, Sass, Bootstrap

Programs: Sketch, Xcode, Android Studio, Max/MSP

Fluent in Mandarin Chinese

Projects

Greyhound Redesign

A redesign of Greyhound's ticket and mobile app.

Wearable Weather

A web app that gives users outfit suggestions drawn from their wardrobes based on weather conditions.

Chatroom

A chatroom web app built using socket.io featuring a notification system for users entering, leaving, and changing nicknames.

Experience

Microsoft—OneDrive/SharePoint

Software Engineer 2

August 2018—Present

Redmond, WA

- Implemented and shipped Conversations for the File Card, which aggregates email and Teams messages relevant to a file in a single surface. Flagship feature demoed at Microsoft Ignite 2019. Has a MAU of 25M.
- Designed and implemented new method of collecting telemetry for the File Card to clarify ambiguous existing signals.
- Reduced File Card render latency by 25% by monitoring and analyzing telemetry to pinpoint areas of improvement.
- Developed News Boost UX, which enhances corporate communications delivery. Demoed at Microsoft Ignite 2020 and leveraged in Viva Connections.
- Delivered Feedback API used by UX teams to personalize user experiences and improve ML models.
- Mentored a summer intern and a new hire during quarantine WFH, leading their projects.

EF Education First

Developer Intern

June 2017—August 2017

Boston, MA

- Developed a new tour consolidation application for tour planning operations using React/Redux, C#, and SQL.
- The new interface was used by all company tour planners, improving efficiency and allowing them to visualize tour parameters.

Down Dog App

Software Design Engineering Intern

June 2016—August 2016

Seattle, WA

- Designed and delivered the countdown timer and music controls for iOS and Android.
- Designed and implemented the post-practice view, allowing users to submit direct feedback, which was used to make product decisions.
- Adapted app UI for all mobile form factors in response to user feedback.
- Design work can be found here: <https://www.behance.net/gallery/43279831/Down-Dog-App-UIUX-design>.

Brown University

Undergraduate TA

Fall 2017, Spring 2016

User Interface Design

Algorithms and Data Structures

Providence, RI

- Held weekly office hours to help students with homework/project questions and clarify concepts.
- Held weekly section to review topics covered in lecture.
- Mentored individual students to support them with their major-related choices.