Sophie Miller Houser

015733556736 / sophiehouser@gmail.com /www.sophiehouser.com

MAJOR PROJECTS

TAMPON RUN GAME / Co-Creator

Created a web game in 2014 to combat the menstrual taboo which went viral, was written up around the world and won major awards. Available at www.tamponrun.com and the Apple App store.

- Received press from around the world
- Won 2015 Webby Award: People's Voice for web games
- Won 2015 Tribeca Disruptive Innovation Award
- Conduct speaking engagements worldwide to inspire girls and women to code, foster diversity in tech and combat the menstrual taboo (see below)

GIRL CODE: GAMING, GOING VIRAL AND GETTING IT DONE, Co-Author (HarperCollins)

Co-wrote a memoir published by HarperCollins in March 2017 about our Tampon Run experience, inspiring tweens and teens to speak up and learn to code.

- Received extensive positive reviews, i.e.:*"Their accomplishments (including this narrative, written while they attend college), intelligence, humanity, creativity, seriousness of purpose, and humor will stick with readers, and inspire them."* - Publisher's Weekly
- Appeared on many "Best Book" lists including Junior Library Guild, New York Public Library, Texas Librarian Association, National Science Teachers Association, Children's Book Council

WORK EXPERIENCE

DELIVERY HERO (Foodpanda/Foodora) / Backend Engineer, Berlin　　　　　*Jan 2020 - Current*

- Delivering solutions at scale - the platform handles 2 million orders a day across APAC and EU and my team's services at peak times handle 350k requests per minute
- Designed, built and lead the project to create a configurable notification engine for order tracking push, SMS and email
- Project managed and built a backend UI system for the order tracking page
- Working daily in Golang and PHP. Git, AWS, Docker, Kubernetes, Datadog, Jira, Confluence. Microservice architecture. CI/CD. Scrum.

KREATIZE / Product Management Intern, Berlin　　　　　*Summer 2018*

- Created a project tracker for this manufacturing tech startup to engage customers and assess how Kreatize could best serve them
- Ran AB tests on the website and streamlined Google Analytics
- Helped assess a testing framework for deploying new pieces of code

FACEBOOK / Software Engineering Intern, New York　　　　　*Summer 2017*

- Built product infrastructure as part of a small, leading team to render code on mobile apps quickly and easily
- Created tools for my team and other teams at Facebook so they could use our product

FACEBOOK UNIVERSITY ENGINEERING / Software Engineering Intern, Menlo Park　　*Summer 2016*

- Selected for prestigious Facebook program to learn Android development
- Built an Android app at Instagram under the mentorship of a lead Instagram engineer

PIVOTAL LABS / Client and Co-Coder, New York   *Winter 2014-15*
• Built Tampon Run iOS app with this leading development company.

PUBLIC SPEAKING (highlights)
- General Assembly HQ in NYC   *May 2017*
- 10 Day National Book Tour via HarperCollins   *March 2017*
- Week-long speaking tour in Tunisia via the US Embassy   *January 2017*
- Eniac Ventures M1 Summit   *May 2015*
- Business Innovation Factory Summit   *September 2015*
- TEDx Youth Day @Hewitt, "What Tampons Have To Do With Tech"   *November 2014*

COMMUNITY INVOLVEMENT

SHAPE SEX ED / Instructor, Providence   *2018-2019*
ACADEMY FOR SOFTWARE ENGINEERING (NYC HS) / Mentor   *Winter 2018*
FACEBOOK x BREAKTHROUGH COMMUNITY DAY / Organizer and Facilitator   *Summer 2017*

RECOGNITION

Brown University Juried Student Art Show, Providence   *2018, 2019*
*S*elected for prestigious gallery shows two consecutive years (digital art installations)

Finalist, Cardinal Game Jam, Palo Alto   *November 2014*
Created a mobile game competing against professional gamers at a hackathon at Stanford. My partner and I placed as finalists for our game that addressed street harassment.

EDUCATION

BROWN UNIVERSITY
Graduation: May 2019 / GPA: 3.8
B.A. in Computer Science. Minor in Visual Arts.

INTERACT 2017 Fellow
Chosen for this selective venture-backed (a16z, Sequoia, Bain and more) fellowship of accomplished technologists dedicated to social good through technology.

GIRLS WHO CODE SUMMER IMMERSION PROGRAM @ **IAC**   *Summer 2014*
Coding training in JavaScript, Python, HTML, CSS.

CODING LANGUAGES
Most comfortable in Golang and PHP. Some experience with Python, Java, Javascript, HTML Android development, and iOS development.

SKILLS
Photoshop. Adobe XD. Jira. Confluence. Microservice architecture. AWS (SQS, DynamoDB, Lambda, S3). Datadog. NewRelic. Docker. Kubernetes. Slack. Git. Scrum.