Sunbrye Ly

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Education

University of California, San Diego – ***Bachelor of Science, Computer Science*** Expected Graduation Date: December 2016

Work Experience

BAE Systems (Intelligence and Security Sector) Rancho Bernardo, California
Software Engineering Intern June 2015 – September 2016

- Operated within an environment consisting of **Tomcat**, **Maven** and **Jetty** using both a Windows and Rhel7 OS
- Developed the front-end of a data migration panel used to process thousands of rows of data with **AngularJS** and **Bootstrap**
- Worked with **Python's Requests Library** to create a module that pages through all data when using the in-house API
- Improved error reports by enhancing audit logs using **Python's Logging Library**
- Practiced the **Scaled Agile Framework** as a program and used Atlassian tools such as **Jira, Confluence and Bitbucket**
- Designed numerous test procedures to verify the integrity of user stories while keeping documentation up to date
- **Able to get clearance forms**
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Academic Computing and Media Services La Jolla, California
ResNet Computing Consultant July 2014 – March 2016

- Identify and troubleshoot possible network outages and connectivity issue within the campus
- Provide technical support relating to TCP/IP and campus residential housing networks as well as the campus wide wireless data network
- Diagnose computer hardware related issues such as blue screens, defective HDDs, faulty RAM etc…
- Detect and remove malicious processes such as rootkits, botnets, spyware and Trojans

Programming Projects

Web Application – "Smoking Trends"

- Created a website to help spread the awareness of teen smoking through the support of interactive data visualization
- Used the **Node.js** framework and created multiple data visualizations with the **D3.js** and **C3.js** libraries.
- Integrated **Google Maps API** in order to create a heat map pinpointing our data analysis

Web Application – "CSS Housing"

- Created a **high-fidelity prototype** of a housing search website using **HTML5, CSS3, Bootstrap and Javascript**
- Conducted primary field research and analyzed research data to identify user needs
- Generated multiple **storyboards** based upon the analyzed data to clearly represent the different user needs
- Practiced iterative design process by creating multiple **low-fidelity mock-ups** using **Balsamiq**

Android Mobile Application – "Rate-My-Peers"

- Worked in a software development team to design and implement a fully functional mobile app based off the MVC architecture
- Tied in the **Facebook API** to populate the initial database as well as log in usage
- Designed the front-end using **Java** for the activities and **XML** for the layouts
- Acted as Project Manager for an iteration and oversaw team communication as well as ensuring timely delivery of the software product without sacrificing quality with the help of commercial tools such as Trello

Mobile Web Application – "TimeSpace"

- Prototyped a working model to tackle the issue of augmenting social networks within UCSD
- Worked on the visual design of the website and built the front-end framework with **Foundation** and **JavaScript**
- Contributed to the development of a student database using a **LAMP** stack

Related Coursework

Software Engineering (Java, JSP, HTML/CSS)

- Experienced full software development life cycle including estimation, requirements gathering, design patterns, test driven development, and test automation

Advanced Data Structures (C++)

- Implemented high-performance data structures and their supporting algorithms such as BSTs, graphs, priority queues and hash tables
- Conducted theoretical and practical performance analysis, both average case and amortized

Introduction to Human-Computer Interaction Design (HTML/CSS, PHP, JavaScript, JSON)

- Learned about user-centered design, rapid prototyping, cognitive principles, visual design, and social software
- Working in a team of three to implement an application design that augments pre-existing networks