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
- Filled out an **SF-86** questionnaire form which is ready for submittal towards a TS/SCI clearance.

Academic Computing and Media Services   *La Jolla, California*
Network 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 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 – "CSS Housing"   *August 2016 – September 2016*
- 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"   *September 2015 – December 2015*
- Designed and implemented a fully functional mobile app based off the **MVC** architecture with a software development team
- 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

Web Application – "Smoking Trends"   *March 2015 – June 2015*
- 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

Mobile Web Application – "TimeSpace"   *January 2015 – March 2015*
- 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)   *September 2014 – December 2014*
- Experienced full software development life cycle including estimation, requirements gathering, design patterns, test driven development, and test automation

Advanced Data Structures (C++)   *January 2015 – March 2015*
- Implemented high-performance data structures and their supporting algorithms such as BSTs, graphs, queues and hash tables
- Conducted theoretical and practical performance analysis, both average case and amortized

Introduction to Human-Computer Interaction Design (HTML/CSS, JavaScript, JSON)   *March 2015 – June 2015*
- 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

Mobile Programming (Java, XML)   *September 2015 – December 2015*
- Assisted in building an android application as the primary front-end developer within a team of 6