

Sunbrye Ly

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Education

University of California, San Diego – **Bachelor of Science, Computer Science**

Expected Graduation Date: *December 2016*

Work Experience

Greenlee Textron

Vista, California

Software Engineer I

February 2017 – Current

- Secured \$750K in sales by re-writing an Autodesk **Revit** plugin used by electrical contractors with **C#**
- Currently developing a licensing service using **C#** to tie in with the company division's e-commerce platform
- Set technical standards and practices by performing code reviews for new team hires and interns
- Worked under the **Agile** Methodology and used **Visual Studio Team Services** for Dev Ops and Project Management
- Reduced testing time for mobile applications by 50% as a result of bringing in new technology and implementing automated app testing using the Xamarin Test Cloud
- Developed an in-house mobile web application using **C#** and **JavaScript** to demonstrate the scalability of Azure's IoT Hub
- Built outside relationships by carrying out need finding practices with users and stakeholders across the U.S.

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

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 **Node.js** for writing server-side web application logic as well as front-end integration
- Created multiple data visualizations with both **D3.js** and **C3.js** in order to encourage interaction for education
- 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

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