VICTORIA LO

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> LANGUAGES AND TECHNOLOGIES

- **Proficient:** HTML5, CSS3, JavaScript, React, Redux, Typescript/Flow, Ruby on Rails, Python, Git, Enzyme, Cypress
- **Exposure:** D3.js, Three.js, Immutable, Next.js, Tailwind, Vite, R, Go, Java, SQL, Cypher, Postgres, Redis, AWS, Figma

> PROFESSIONAL EXPERIENCE

Freelance | Lead Software Engineer (Contract) | San Francisco, CA May 2024 - current
- Worked directly with founder clients to understand their needs and create their MVPs/proof of concepts using React

Microbyre | Lead UI/UX Software Engineer | Berkeley, CA December 2022 - April 2023
- Designed web platform using Figma with scientists' feedback to manage research data and streamline automation, on React and Typescript on Vite with Python (Flask) backend with Cypher, updated from static JavaScript/jQuery.
- Automated data validation in Airtable via JavaScript scripts, improving scientist user efficiency & eliminating errors.

Snorkel AI | Front-End Software Engineer | Redwood City, CA June 2021 - July 2022
- Worked as part of the User Experience Engineering team, which owned front-end across the company, to build and improve an auto-labeling AI machine learning platform built in React, Typescript, Tailwind, Next.js, and Python.
- Led and executed a design system to modularize React components with accessibility & documentation in Storybook
- Created extensive Cypress end-to-end tests to trace crucial foundational demo testing paths to detect regressions before merging, significantly reducing regressions, especially during demos.
- Implemented front-end of a highly-requested crucial new multi-tenant feature, which led directly to multiple new enterprise client contracts. Worked collaboratively cross-team with backend.

Yelp Inc. | Senior Full-Stack Software Engineer | San Francisco, CA September 2019 - April 2020
- Built and iterated quickly on an experimental sales/marketing web application built in React/Javascript and Python on the Market Fit team, cross-functionally w/ designer (Figma) & product manager. A/B tested (FullStory) & maintained 100% test coverage (Enzyme).
- Scoped & executed new front-end feature that tripled purchase conversions (215-766% increase) using a new library.
- Advocated more robust code and error tracing beyond on-call duties, leading to an improved end user experience.

Cruise Automation | Full-Stack Software Engineer | San Francisco, CA December 2017 - May 2019
- Created, maintained, and updated web app overseas 3rd-party contractors used to label data from AI self-driving cars on the Ground Truth team, using Javascript, React, Redux, Flow, Three.js, Immutable, and Go, among other tools/technologies.
- Led a project (that won the teamwide hackathon) to discover, pinpoint, and address the most pressing needs of labelers, creating and deploying a semi-automated tool improvement that boosted production from labelers by 50%.
- Owned high-priority user interface needs and collaborated daily with the Operations team to identify, prioritize, and solve highest-priority user pain points, ultimately improving time and costs per task from 20% to 11% in one quarter.

WRKSHP | Server (Backend) Software Engineer | San Francisco, CA March 2016 - December 2017
- Built out Battle Camp & Beat Fever, 2 mobile games with 1 million unique users daily & 2 million monthly using Ruby on Rails, DynamoDB, SQS, S3, Redis, Redshift, memcached on EC2, AWS services, including API work with mobile eng.
- Often owned daily production deploys with new features as A/B tests, which maximized user retention to over 70%.

> SIDE PROJECTS/ENDEAVORS

Brand Ambassador | Elevate, MTM, ATN, Ace the Event April 2024 - present
- Represented companies (Salesforce, Meta, Stripe) at tech conferences (Dreamforce, Stripe Sessions, RSA) & galas

TrellNo | Solo Developer | https://trellno.netlify.app/ July 2020 - present
- Developed a to-do list web app and Chrome extension with React, including drag-and-drop cards, dark mode toggle, custom color columns, and local storage save with import and export, then modified the project to be used as a local Chrome New Tab extension. Streamed project development live online collaboratively & open-sourced the project.

Rially Mundane | Coding Streamer | http://ria.codes April 2020 - March 2021
- Live-streamed technical problem-solving, coding challenges, project-building, and technical and non-technical discussions 4-5 nights/week on Twitch to 2.2k followers, with an engaged audience of up to several hundred nightly.

> EDUCATION

University of California, Berkeley August 2011 - December 2015
Bachelor of Arts in Integrative Biology with Minor in Computer Science