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GitHub: github.com/victorialo

Website: victorialo.site

> LANGUAGES AND TECHNOLOGIES

- **Proficient:** HTML5, CSS3, JavaScript, React/Redux, Flow, Ruby on Rails, Python, Java, Perl, Go, Git
 - **Exposure:** R, PHP, MySQL/SQLite3, Postgres, Redis, AWS, MapReduce, BeautifulSoup4, D3.js, Vue.js, Immutable
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> PROFESSIONAL EXPERIENCE

Yelp Inc. | Senior Full-Stack Software Engineer | San Francisco, CA

September 2019 - April 2020

- Built and iterated quickly on an experimental web application built in React and Python as part of the Market Fit team (with the Local Biz team). Maintained 100% test coverage with Enzyme test framework.
- Worked closely with the designer and product manager in implementation of features and achieved pixel-perfect consensus on 100% of features deployed.
- Introduced and implemented a new library to build a new front-end feature that tripled purchases (with a confidence interval of 215 - 766% increase over previous iteration).
- Championed more robust code and error tracing beyond on-call duties, leading to raised awareness of code quality.
- Initiated and led remote team bonding events during shelter-in-place, increasing team morale and camaraderie.

Cruise Automation | Full-Stack Software Engineer | San Francisco, CA

December 2017 - May 2019

- Maintained, created, and updated tools international contractors used to label data from self-driving cars on the Ground Truth team, using React, Redux, Flow, Three.js, Immutable, and Go, among other tools and technologies.
- Led a project (that won the teamwide hackathon) to 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 address highest-priority needs, ultimately improving costs per task from 20% to 11% in one quarter.
- Created & presented a popular, "most engaging" hackathon project that cleverly reduced contractor costs.
- Presented a well-received tech talk at University of Waterloo about Ground Truth.

WRKSHP | Server (Backend) Software Engineer | San Francisco, CA

March 2016 - December 2017

- Worked on Battle Camp & Beat Fever, two massively multiplayer mobile games with up to 1 million unique users daily and 1-2 million users monthly, using Ruby on Rails, DynamoDB, SQS, S3, Redis, Redshift, memcached on EC2.
- Often owned daily production deploys with new features as A/B tests, which maximized user retention to over 70%.
- Created tracked push notifications and detailed, accurate tracking, in collaboration with the growth team.
- Overhauled company website and managed contracted developers to design and build the company website, which resulted in an estimated 200% increase in job applicants.
- Managed the stability of both games in live production for a 99.9% uptime on-call including weekends with 1 million daily users and 2 million monthly users on Engineyard and various AWS services.

Lawrence Berkeley National Lab | Computational Intern | Berkeley, CA

May 2015 - August 2015

- Completely rebuilt the [Fitness Browser](#), a site written with [Perl](#), [SQLite3](#), [JavaScript](#), and [HTML/CSS](#) to display data about bacterial genetic fitness in different media from experiments done at the Arkin Lab. Still up, as is, in 2020.
 - Built UI components for cross-browser compatibility and usability, including graphs with D3.js and scripts, to enable efficiency and access for computational biologists around the world as a powerful research tool.
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> SIDE PROJECTS

Let's Do Stuff | Front-End Developer | <http://letusdostuff.herokuapp.com>

September 2015 - December 2015

- Developed and designed a web app, written with [Ruby on Rails](#), [Sass](#), and [Postgres](#), that allows users to connect with others with similar interests in the same geographic location. App features include browsing chatrooms, privacy settings, and friendship options.
 - Created the majority of front-end development/views, deployment, and documentation, in addition to taking charge in managing tasks for the whole team to ensure deadlines were met or exceeded.
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> EDUCATION

University of California, Berkeley

August 2011 - December 2015

Bachelor of Arts in Integrative Biology with Minor in Computer Science

- **Honors:** Regents' and Chancellor's Scholarship (2011 - 2015): Merit-based scholarship