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

Microbyre | Lead UI/UX Software Engineer | Berkeley, CA   December 2022 - present

- Designed web platform using scientists' feedback to manage research data and streamline automation, using React and Typescript on Vite with Python (Flask) backend with Cypher, updated from a static vanilla JS/jQuery site.
- 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 machine learning platform built in React, Typescript, Tailwind, Next.js, and Python.
- Led and executed a foundational design system project to modularize front-end components with accessibility in mind, which was then used to redesign and re-implement a new internal platform.
- 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 web application built in React and Python on the Market Fit team (cross-functionally with designer and product manager). Maintained 100% test coverage with Enzyme framework.
- Introduced & implemented a new library to build a new front-end feature that tripled purchases (215-766% increase).
- 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 self-driving cars on the Ground Truth team, using 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 needs, ultimately improving time and costs per task from 20% to 11% in one quarter.
- Created, presented, & demoed a popular, "most engaging" hackathon project that cleverly reduced contractor costs.

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%.

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. Improved with user testing.

> SIDE PROJECTS

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. Open-sourced the project.
- Ideated, planned, created, and deployed the entire project, with live suggestions from viewers on Twitch stream.

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