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**LinkedIn:** [linkedin.com/in/lovictoria](https://www.linkedin.com/in/lovictoria)

**GitHub:** [github.com/victorialo](https://github.com/victorialo)

**Website:** [victorialo.site](http://victorialo.site)

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## > LANGUAGES AND TECHNOLOGIES

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

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

December 2017 - present

- 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%.
- Collaborated daily with 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, a massively multiplayer mobile game with over 100,000 unique users daily and over 1 million users monthly, using Ruby on Rails, DynamoDB, SQS, S3, and memcached on EC2.
- Developed Beat Fever, a #1 ranked music-themed mobile game with 2 million monthly users and up to 1 million daily users, using the same tech stack as Battle Camp, as well as Redis and Redshift.
- Often in charge of daily production deploys with new features, which maximized user retention to over 70%.
- Created tracked push notifications and detailed, accurate tracking, in collaboration with 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 reworked 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.
- 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.

### **UC Berkeley EECS Department | Research Assistant | Berkeley, CA**

October 2014 - May 2015

- Collaborated with two EE/CS graduate students and the EE department chair to use R to analyze possible correlations between the gender of Electrical Engineering/Computer Science professors and student perceptions of those professors using course survey data. Discovered with a statistically-significant p-value of 0.01 that students were rating female faculty higher on multiple subcategories, yet still rated them with an overall lower score.
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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
- **Clubs:** Regents' and Chancellor's Scholars Association; Association of Women in EE & CS; Phi Sigma Rho Alpha Theta Chapter; Student Photography Collective