

## Education

**Brown University '18**  
B.A., Computer Science  
B.A., Music

GPA: 3.82

### Relevant courses:

- Modern Web Apps
- User Interface Design
- The Entrepreneurial Process
- Managerial Decision Making
- Management of Industrial and Nonprofit Organizations
- Discrete Structures and Probability
- Computer Systems

## Skills

**Languages:** TypeScript, JavaScript, HTML/CSS, C#, Java, SQL

**Technologies:** React/Redux, jQuery, Node.js, Express.js, Sass, Bootstrap

**Programs:** Sketch, Xcode, Android Studio, Max/MSP

Fluent in Mandarin Chinese

## Projects

### Greyhound Redesign

A redesign of Greyhound's ticket and mobile app.

### Wearable Weather

A web app that gives users outfit suggestions drawn from their wardrobes based on weather conditions.

### Chatroom

A chatroom web app built using socket.io featuring a notification system for users entering, leaving, and changing nicknames.

## Experience

### Microsoft – OneDrive/SharePoint

Software Engineer 2

August 2018 – Present

Redmond, WA

- Implemented and shipped Conversations for the File Card, which aggregates email and Teams messages relevant to a file in a single surface. Flagship feature demoed at Microsoft Ignite 2019 that increased MAU by 9%.
- Designed and implemented new method of collecting telemetry for the File Card to clarify ambiguous existing signals.
- Reduced File Card render latency by 25% by monitoring and analyzing telemetry to pinpoint areas of improvement.
- Developed News Boost UX, which enhances corporate communications delivery. Demoed at Microsoft Ignite 2020 and leveraged in Viva Connections.
- Delivered Feedback API used by UX teams to personalize user experiences and improve ML models.
- Mentored a summer intern and a new hire during quarantine WFH, leading their projects.

### EF Education First

Developer Intern

June 2017 – August 2017

Boston, MA

- Developed a new tour consolidation application for tour planning operations using React/Redux, C#, and SQL.
- The new interface was used by all company tour planners, improving efficiency and allowing them to visualize tour parameters.

### Down Dog App

Software Design Engineering Intern

June 2016 – August 2016

Seattle, WA

- Designed and delivered the countdown timer and music controls for iOS and Android.
- Designed and implemented the post-practice view, allowing users to submit direct feedback, which was used to make product decisions.
- Adapted app UI for all mobile form factors in response to user feedback.
- Design work can be found here: <https://www.behance.net/gallery/43279831/Down-Dog-App-UIUX-design>.

### Brown University

Undergraduate TA

Fall 2017, Spring 2016

User Interface Design

Algorithms and Data Structures

Providence, RI

- Held weekly office hours to help students with homework/project questions and clarify concepts.
- Held weekly section to review topics covered in lecture.
- Mentored individual students to support them with their major-related choices.