Emily Louie

emily.louie.ca   emilyslouie@gmail.com   github.com/emilyslouie   linkedin.com/in/emilyslouie

EDUCATION

University of Waterloo – *Systems Design Engineering (Bachelors of Applied Science)*   **2019 – 2024**
Courses: Data Structures and Algorithms (C++), Digital Systems (C)

TECHNICAL SKILLS

Frontend: JavaScript/TypeScript, React, Redux, Gatsby, HTML, CSS/SCSS, GraphQL, REST
Backend: Java, Spring Boot, JUnit, C/C++, Golang, Python, Docker, Firebase, Azure, Neo4j, PostgreSQL, MongoDB

EXPERIENCE

Figma – *Software Engineering Intern*   **May – Aug 2023**
- Working on making the editor as usable as possible for designers, engineers, and product teams
- Spearheading features in C++ and TypeScript to help users be more productive when editing their designs
- Implementing quality of life updates to make FigJam accessible by users using screen readers

Lumafield – *Software Engineering Intern*   **Sep – Dec 2022**
- Iterated and developed a user-friendly interface for the world's first accessible x-ray CT scanner for engineers
- Architected and built an **authentication system** for the interface and API routes using **Python** and **Ansible**
- Optimized the re-rendering of the frontend to load **55% faster** using **TypeScript** and **React**
- Identified bugs in the firmware, and collaborated with other engineers to create holistic solutions in **C**

Figma – *Software Engineering Intern*   **Jan – Apr 2022**
- Launched **3 new features** to enhance collaboration in FigJam which has 400,000+ weekly active users
- Consolidated numerous points of entry for users to increase productivity by **33%** using **TypeScript** and **React**
- Refined canvas snapping algorithms to improve user experience using **C++** with 100% testing coverage
- Built a system in TypeScript and React to display emoji reactions and custom CSS animations in real time for keywords typed in cursor chat for FigJam's first year anniversary, doubling usage of the chat feature

Unity – *Software Engineering Intern*   **May – Aug 2021**
- Constructed and deployed **7+ advertising experiments** on Unity's ad network to 10+ billion users
- Generated **5% more revenue** by creating custom frontend layouts and animations in **TypeScript** and **React**

Ontario Digital Service – *Software Engineering Intern*   **Sep – Dec 2020**
- Developed and launched 3 new versions of Ontario's COVID-19 data visualizations (covid-19.ontario.ca/data) and informational microsites using **JavaScript** and **React**, averaging **450,000+ unique views** per month

Ontario Digital Service – *Product Design Intern*   **Jan – Apr 2020**
- Collaborated with engineering teams to pioneer AODA/WCAG 2.0 compliant designs for Ontario's COVID-19 sites (covid-19.ontario.ca) which had **1.25+ million views** the month after launch

Microsoft – *Software Engineering and Product Design Intern*   **Jul – Aug 2019**
- Launched and developed the frontend of an internal inventory tracker used by **2,000+ employees** and reduces the request processing time by over **85%**, using **JavaScript**, **React** and **Azure**

PROJECTS

Six Degrees of Spotify – *Java, Spring Boot, Neo4j, Docker, Vaadin, JUnit*   /six-degrees
- Built a full stack web application to explore that artists are connected by six or fewer song collaborations by maintaining a Neo4j database with **450,000** collaborations parsed from the Spotify API