
EDUCATION**HARVARD UNIVERSITY**

Cambridge, MA

Bachelor of Arts in Computer Science

Jun 2016

- *Academics*: 3.74 GPA with CS classes: Intro to CS, Functional Programming, Intro to System Programming, CS Research Project, Algorithm and Data Structure, Computational Theory, Operating System
- *Open Source*: github.com/poohltly Contributor of Socket.IO. Created a node package for browser inter-tab communication

EXPERIENCE**FACEBOOK**

Menlo Park, CA

Software Engineer Intern, Web Speed Team

Jun 2015 – Sept 2015

- Created a CSS analyzer to remove unused CSS from Facebook.com to reduce initial loads by 10%
- Developed a dynamic CSS parsing tool that gives selector usage metrics during real-time interaction
- Wrote tool to remove cyclic/redundant static dependencies (JS, CSS) from legacy codebase
- Worked in small, agile team using in-house tools (Hack/PHP) on backend and React.JS+ES6 on frontend

HUBSPOT Inc.

Boston, MA

Software Engineer Intern, Social Media Team

Jun 2013 – Sept 2013

- Worked on the Social Inbox product, integrating social channels in a unified interface
- Sped up the Social Inbox web-app by using static rendering and a CDN, reduced initial loading time by 80%
- Designed and implemented the Social Publishing component, allowing marketers to intelligently publish to social networks
- Mainly worked with CoffeeScript, Backbone.js, Python and Django

HARVARD UNIVERSITY

Boston, MA

Course Assistant, CS50

Sept 2014 – Jan 2015

- Held weekly office hours to assist introductory computer science students in completing their problem sets
- Helped non-technical students debug their C programs, understand software design, and new computer science concepts
- Taught a seminar on iOS programming: bit.ly/iOS-Seminar

AWARDS AND HONORS**Apple WWDC 2013 Student Scholarship**

Jun 2013 – Sept 2013

Apple WWDC Student Scholarship is a scholarship issued by Apple aiming at rewarding creative, talented, and outstanding student developers with the opportunity to attend WWDC on a Student Scholarship. Only about 200 students around the world were selected by a rigorous application process, which included creating an iOS app

PROJECTS**Bookmark+**bit.ly/BK-plus Nov 2013 – Present

Bookmark+ is a bookmark chrome extension that bookmarks content, not URLs. Bookmarked content will appear as their original form (video and image will be directly visible from the folder). Bookmark+ is open-sourced on GitHub:

github.com/poohltly/bookmark-plus

The three-body problembit.ly/3-body-problem Jun 2015 – Present

The three-body problem is a simulator for the famous unsolvable three-body problem, where three planets move under each other's gravity. The project aims to demonstrate the complexity and beauty of math, gravity and the three-body system. Created with Unity Engine

SolveTheCubebit.ly/STCube Jul 2011 – Present

SolveTheCube is an iPhone app tutorial for solving Rubik's cube. It is also a helpful utility to look up Rubik's cube algorithms.

The app has received more than 10 thousand downloads from the App Store and has a 4.5 rating

Soundflosoundflo.com Oct 2012 – Nov 2012

Soundflo is a 'sound map' of user-created audio. It is a website where users can upload their own audio files, assign a location to the file on an interactive map and listen to audio files uploaded by other users

SushiWikibit.ly/Sushiwiki Apr 2013 – May 2013

SushiWiki is a beautifully designed sushi catalog that comes with a brief intro about sushi. It aims to provide an interactive medium to learn, browse and mark your favorite sushi

SKILLS AND INTERESTS

- *Technical*: iOS development; Web development; Javascript; PHP; JS frameworks; HTML; CSS; Python; Git; Unity
- *Non-technical*: Conference Design; Public Speaking; Chinese culture; Typesetting; UI Design
- *Languages*: Fluent English, Chinese and Conversational Japanese
- *Interests*: Rubik's cube; Photography; English calligraphy; Japanese culture; Tech gadgets; LEGO