LUCY BECK

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EDUCATION

Northwestern University   **Evanston, IL**
Bachelor's Degree, Computer Science, GPA: 4.0/4.0   *Sep 2021 - Jun 2024*

Cornell University   **Ithaca, NY**
Bachelor's Degree, Computer Science, GPA: 4.09/4.3   *Sep 2020 - May 2021*

SKILLS

Languages: Python, Java, C, C++, HTML, CSS, JavaScript, TypeScript, SQL, Lua, Racket, Apex (Saleforce.com), SOQL
Frameworks: React.js, Node.js, Express.js, Next.js, Bootstrap, Flask, Unittest, Salesforce Lightning Web & Aura Components
Technologies: Amazon Web Services (AWS), Firebase, Heroku, Amazon DynamoDB, MongoDB, Docker, Git, Github, Jira
Awards & Honors: Intuit Spotlight Award, Cornell AppDev Hack Challenge Winner, Cornell Dean's List, Northwestern Dean's List

EXPERIENCE

Intuit   **Mountain View, CA**
Software Engineer Intern   *Jan 2022 - Jun 2022*
- Built Slack Bot using Bolt for Python and stored Slack data in NoSQL database using Amazon DynamoDB and Boto3
- Deployed Slack Bot to AWS Lambda and set up request URL for Slack events using API Gateway's HTTP endpoint
- Protected access to Slack Bot using AWS Secrets Manager and monitored metric data through Amazon CloudWatch
- Optimized documentation migration efficiency by 99% by creating Python script that automates JSON file creation

Fidelity Investments   **Durham, NC**
Software Engineer Intern   *Jun 2021 - Aug 2021*
- Utilized JavaScript, HTML, CSS, Salesforce LWC, Apex, & SOQL to create custom components for community platform
- Created API calls that query and filter data from Salesforce CRM and displayed data in the form of 6 interactive charts
- Performed JavaScript unit tests using Jest, integration tests, and end-to-end tests to deliver high-performing software
- Streamlined software development and CI/CD using Git, Bitbucket, Jenkins, Jira, and Agile/Scrum methodologies

Reworld Inc   **Seattle, WA**
Software Engineer Intern   *Feb 2021 - Mar 2021*
- Created 3D multiplayer action shooter game in which players use Avocado Goop Guns to defend cows from enemy UFOs
- Formulated algorithms in Lua that simulate gravity, velocity, collisions, explosions, bombs, missiles, and gun mechanisms
- Built system manager to track 4 waves of UFOs, boss UFO, player health, powerups, leaderboard, and remaining cows
- Conducted quality assurance testing on mobile and PC versions to identify and remove errors before product launch

Cornell Nexus   **Ithaca, NY**
Software Engineer   *Mar 2021 - May 2021*
- Collaborated with team members to build autonomous robot that removes microplastics from polluted beaches and oceans
- Developed GUI that displays robot's position, orientation, and area traversed using sensor data, Matplotlib, & PySimpleGUI
- Implemented buttons to store data, track location, print coordinates, and toggle between autonomous and manual control

Northwestern Medicine   **Winfield, IL**
Perioperative Care Technician   *Jun 2020 - Aug 2020*
- Monitored vital signs, measured glucose levels, collected blood samples, and cared for patients before and after surgery
- Updated paper and electronic medical records regarding patient information while complying with HIPPA regulations
- Developed a plan that prevents patients needing multiple surgeries from going under anesthesia more times than necessary

PROJECTS

Job Posting Site
- Designed and implemented responsive, mobile-first frontend using JavaScript, React.js, Node.js, Bootstrap, and CSS
- Hosted app on public server, stored data in Firebase Realtime Database, and set up Google Authentication using Firebase
- Conducted multiple rounds of user testing on target audience using pre-test surveys, task scenarios, and post-test surveys

Challenge with Friends
- Selected as best overall app in Cornell AppDev Hack Challenge against 18 teams (scored on design & implementation)
- Created custom API routes using Python Flask and stored user information and user relationships using SQLAlchemy
- Built Docker container and deployed app to Heroku cloud platform to allow users to connect to server and make API calls

Crossy Road Game
- Constructed GUI that receives user input to support interactive game play using the model-view-controller design pattern
- Designed multiple levels that support JSON files, audio, 2D graphics with hitboxes, and scheduled events in Python
- Utilized property decorators, generators, and coroutines to create model classes that support 2D animation