

YZABELLE GO

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LANGUAGES

JavaScript
TypeScript
HTML/CSS
Python
C++
C#

TOOLS

React
Node.js
Netlify
SQL
NoSQL
Jest
Selenium
Firebase
AWS
Django
Git
Jenkins
Unreal
Unity

UI/UX DESIGN

Sketch
Figma
Illustrator
Photoshop
Axure
FullStory
User Research

EXPERIENCE

Software Engineer | Lacework

Mountain View, CA | May 2022 – Aug. 2022

- Orchestrated the development of a network traffic analytics platform using JavaScript, React and Netlify, resulting in a 10% increase in engineering and technical writer workflow efficiency.
- Redesigned documentation homepage to show recent articles and reduce search times by 20s.
- Demonstrated ability to ship features within tight deadlines, ranging from Slack Bot creation, file restructuring, feature documentation, and analytics scripts.

Game Developer | Behaviour Interactive

Montreal, QC | Aug. 2021 – Dec. 2021

- Introduced C++ modules to streamline debugging and optimize UE4 level load times by 30%.
- Integrated external APIs and a third-party video streaming SDK into a React application, improving user experience by allowing users to follow media streams in real-time.
- Implemented camera control for object occlusion, spectators, and other global features in the game's prototype.

Software Engineer | Polar

Toronto, ON | Jan. 2021 – Apr. 2021

- Developed scalable backend components in Python and interfaced with relational databases to efficiently manage the state of over 100 clients.
- Designed and implemented RESTful API endpoints using Django to enable seamless integration between client applications and server-side systems.
- Practiced test-driven development during Agile sprints to track and fix bugs on a rolling basis.

Software Engineer | Bunch Studios Inc.

New York, NY | May 2020 – Aug. 2020

- Automated sorting of user-reported bugs using Selenium and JavaScript to remove manual input and reduce the task time from 1 hour to 5 minutes.
- Reduced crash rates from 6.3% to 4.2% through analysis of Firebase device logs for bugs found during bi-weekly regression tests.

UX Designer | BlueCat

Toronto, ON | Sep. 2019 – Dec. 2019

- Developed style guides and design system libraries in Sketch to be used company wide when creating new products and interfaces.
- Participated in Agile storyboarding sessions with development teams and product managers to translate project requirements into intuitive solutions.
- Conducted user research interviews to collect feedback on various product features.

PROJECTS

uwexplore | Engineering Capstone

Sep. 2022 – Apr. 2023

- Winner of the 2023 Best Overall Systems Design Engineering Capstone.
- Built the frontend using React, TypeScript and UI component libraries to serve data from in-house APIs, with a focus on usability and responsiveness.
- Utilized software engineering design patterns to seamlessly integrate frontend and backend components, surpassing the targeted SUS/SEQ usability test score benchmarks by ~10%.

EDUCATION

University of Waterloo | BAsC. in Systems Design Engineering

2018 – 2023

- GPA 3.60/4.00, with Computing Option