

HEATHER DINH

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EDUCATION

University of California, Santa Barbara

Expected Jun. 2023

- B.S. Computer Science | GPA: 3.82 | Dean's Honors
- Relevant Courses: Data Structures and Algorithms, Object Oriented Design, Full-Stack Web Applications, Human Computer Interaction, Offline Rendering, Computer Architecture, Discrete Mathematics, Probability Theory

EXPERIENCE

Datadog

Jun. 2022 – Sep. 2022

Software Engineer Intern, Dashboard Features Team

New York, NY

- Built from scratch and launched an industry-standard, reusable Select component using React, Typescript, and Redux
- Implemented essential features for the Select such as filtering values from the API on text input change, feasible modification of previously selected values, flexibility with a user-creatable option, and keyboard navigation support
- Significantly improved and modernized the UI workflow of configuring Dashboard template variables by collaborating with product designers to discuss trade offs of design decisions and prototype the isolated component using Storybook

Wish

Jan. 2022 – Mar. 2022

Software Engineer Intern, Merchant Web Infrastructure Team

Remote, CA

- Contributed to migration of the entire merchant frontend codebase from the monolithic structure to a deployment of a NextJS microservice in order to improve tooling and reduce time to compile and deploy local changes for engineers
- Designed codemod scripts utilizing the jscodeshift library that parses the AST node structures in each file to remove deprecated API toolkit dependencies and ensure imports and declarations migrate over smoothly

ServiceNow

Jun. 2021 – Sep. 2021

Software Engineer Intern, Applications Team

Santa Clara, CA

- Implemented a logging utility function for the backend MID server to display essential information, such as Java system properties and security providers, on startup to facilitate the debugging process for 150+ software engineers
- Incorporated the standardized ISO-8601 DateTime Format in the MID server logs, and created a time zone record on the instance database to maintain time zone consistency across 30+ global offices

UCSB Rocket Propulsion Laboratory

Jan. 2021 – Sep. 2021

Software Developer, Avionics Team

Santa Barbara, CA

- Led development of the TVC Telemetry Application project by directing UX research with 30+ engineers to create an efficient UI, drafting a Figma wireframe prototype, and building out the functionality with ReactJS and Electron
- Collaborated with Avionics team members to incorporate best hardware to interface with the rocket controls system, and NodeJS software to support Serial Port communication through the microcontroller (see project below)

PROJECTS

Tranquil, *Team Lead - UCSB CS Capstone 1st Place Winner!*

Mar. 2023

- Developed a robust, real-time anxiety detection algorithm by tracking changes in heart rate variability levels in order to alert users of spiking anxiety levels, and offer effective stress management techniques
- Spearheaded implementation of application features such as research-backed breathing exercises, journaling with NLP emotion analysis, and an AI-driven chatbot using Swift, HealthKit, CloudKit, and CoreML in the XCode environment

TVC Telemetry Application, *RPL Avionics Team*

Aug. 2021

- Designed a desktop application GUI that displays incoming telemetry data (such as orientation, angular velocity, altitude, and current state) during the flight of a Thrust Vector Controlled rocket using ReactJS and Electron
- Established radio communication with the TVC rocket by utilizing radio transceivers and STM32 microcontrollers that integrate with the *serialport* and *socket.io* software libraries to accurately process real-time data

SKILLS & INTERESTS

LANGUAGES: Proficient in JavaScript, Typescript, Swift, Java, HTML, CSS; Experienced in C++, C, Python

TECHNOLOGIES: React, Node.js, Redux, Unix Environment, GitHub

EXTRACURRICULARS: Theta Tau Professional Engineering Fraternity, Society of Women Engineers, UCSB Club Tennis, Guitar