

Anthony Teo

anthonyteo.com

yihonganthony@gmail.com

832-980-3785

Education

Carnegie Mellon University / Pittsburgh, Pennsylvania

Master of Human-Computer Interaction

July 2023

GPA: 4.00

Texas A&M University / College Station, Texas

BS in Computer Science, Minor in Mathematics

May 2022

GPA: 4.00

- Dean's Honor Roll, Engineering Honors and University Honors Program

Experience

Meta

Software Engineer Intern

Menlo Park, California

May 2022 - July 2022

- Proposed architecture and built web application for the OpenWiFi initiative to support metaverse infrastructure
- Implemented features to view network topology and manage WiFi access points with **React** and **Node.js**

Amazon

Software Engineer Intern

Seattle, Washington

May 2021 - August 2021

- Designed and implemented a feature on a framework tool allowing teams to generate custom data to test code changes without waiting for upstream changes to be in production. Used **Java** and **React**, with **JUnit** for testing
- Improved time-to-market of plugin changes by **5-10 days** for 100+ teams in the delivery experience organization

Highlight

Software Engineer Intern

Remote

March 2021 - May 2021

- Shipped full-stack core features providing clients with insights into user activity and errors with **Go**, **GraphQL**, and **React**
- Created framework for session replay calculation extended upon by core features (Comments and Search)

PROS

Software Engineer Intern

Houston, Texas (Remote)

June 2020 - August 2020

- Designed and developed new features in the airline pricing software to optimize ticket prices. Built frontend with **React** and **Redux**, backend with a **Java Spring** REST API. Used **Cucumber** and **Jest** for BDDs and unit tests
- Worked with PM and UX to comb Jira stories in an Agile environment, using Jenkins and Gradle to validate builds

TAMUhack

President

Texas A&M University

February 2021 - February 2022

- Led a passionate 28-person team to organize the largest student-run hackathon in Texas with 800+ attendees

Creative Director

March 2019 - February 2021

- Mentored a 4-person team to create promotional materials for two hackathons with **Adobe Illustrator** and **InDesign**
- Created prototypes in **Figma** and implemented interactive websites using **HTML**, **CSS**, **JavaScript** and **Git**

Projects

YouTube Video Recap / videorecap.viewodyyssey.com

November 2022 - Present

- Created a YouTube year in review app with **1M+ users** showing users their top creators and video watching habits. Built with the **YouTube API**, **NextJS**, **D3**, and **MongoDB**

Whisperify / whisperify.net

January 2020 - Present

- Created a full stack web application with **700k+ users** that generates personalized quizzes and displays analytics from users' Spotify activity, along with quiz sharing capabilities. Built with the **Spotify API**, **Node.js**, **Angular**, and **MongoDB**

Honors and Awards

Hackathons: Winner of **10+ hackathons**. Most submissions found at devpost.com/anthonyteo

- **1st** overall Camp Figma (Figma) - Design guidance tool to make design more accessible, with **Figma**
- HackTX (Univ. of Texas - Austin) - Social inventory management for social services, with **React**, **Node**, and **Python**

Competitive Programming: Top 6 in the fall competition and represented Texas A&M at the **2019 & 2020 ICPC Regionals**

Attended Grace Hopper (vGHC) 2020

Core Competencies

Programming: (Proficient): JavaScript, TypeScript, Python, Java (Experienced): Go, SQL, C++

Tools: HTML5, CSS3/SCSS, React, Redux, Angular, NodeJS, Express, MongoDB, PostgreSQL, Jupyter, Git

Languages: English (Native), Chinese (Native), Malay (Fluent)