

# Emily Margis

## EDUCATION

**University of California, Berkeley** — B.A. *Computer Science* (GPA: 3.62)

August 2017 - May 2021

## EXPERIENCE

**Intuit, Mountain View** — *Software Engineer Intern (Quickbooks Payroll)*

May 2020 - August 2020

- Worked on a cross-functional intern team to design, develop, and ship two features aimed at streamlining the contractor payroll experience for over 600 Atlas and Obill users in Quickbooks Online
- Launched feature, which allows users to send invites in bulk, to production with a 63% submission rate for new customers since release
- Released bulk payment feature to production for small subset of beta testers
- Developed frontend in React, exploring optimal solutions as well as utilizing and integrating legacy code in a fast-paced, collaborative environment

**Prototype Industries Inc., Mission Viejo** — *User Experience Intern*

June 2019 - August 2019

- Increased efficiency/organization and reduced confusion among external users through redesigning the main customer interface for sending document requests.
- Worked closely with writers, managers, and developers to identify usability issues with the company's patented technical publishing software, Skywriter, and proposed solutions to make it more user friendly and intuitive for internal and external users.
- Through a series of user interviews as well as usability analysis, I defined user pain points and goals, created workflows and wireframes, then iterated and improved these designs to create a final prototype to hand off to developers.

**Society of Women Engineers, Berkeley** — Professional Development Committee *Corporate Relations*

September 2018 - December 2018

- Reached out to Corporate representatives to organize events as part of our professional development series, aimed at giving female STEM students professional career tools.
- Organized and executed SWE's annual overnight host program, giving Berkeley's female engineering admits the support to succeed in a male-majority industry.

## PROJECTS

**Meal Planner App** — April 2020

- Designed and implemented iOS app that allows users to explore and save recipes, plan their meals per week, and view nutritional information based on their meals
- Created using swift and xCode

**Map Application** — April 2018

- Implemented the backend of a navigation program that converts routing and location data in XML into a pixel-by-pixel image.
- Created a user interface that supports scrolling, zooming, and route finding.
- Utilizing a graph data structure, I implemented the A\* shortest paths finder that relies upon heuristics to improve runtime for route finding.

**BearWalk** — November 2019

- Created a web app using Ruby on Rails to help students form groups in order to walk home together safely.

## CONTACT INFO

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## Links

[margisemily.github.io](https://margisemily.github.io)  
<https://www.linkedin.com/in/emily-margis-594302195/>

## SKILLS

### Programming

Java, Python, React, C, Swift, xCode, git, HTML/CSS, Ruby/Rails, Logisim, LaTeX, RISC-V, Data Analytics

### Design/Research

Figma, Wireframes & mock ups, User Interviews, Usability Testing, User Flows, Personas, Storyboards, Competitive Analysis

## RELEVANT COURSEWORK

### Algorithms

### Databases

### Data Structures & Programming Methodology

### CyberSecurity

### Data Science Principles and Techniques

### Internet Architecture

### User Experience Design

### Discrete Mathematics & Probability Theory

### Computer Architecture and Machine Structures

### Artificial Intelligence

### Electrical Engineering