

Helen He

Software Engineer

4th-year Computer Science Student pursuing a Bachelor's degree, with 3 previous internships. Seeking to leverage my computer science knowledge and my trouble-shooting skills as a software engineering intern at your company.

Personal Info

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Projects & Contests

ObieHack ver.2

Organized a school-wide hackathon in collaboration with Major League Hacking.

Twitter #TechProud

One of 29 attendees selected out of 1200 applicants to attend a one-day interactive program for second-year computer science majors focused on professorial and technical development.

28th Annual Denison University Programming Contest

Won first place with 5/6 problems solved

2018 Ohio Wesleyan Programming Contest

Ranked #3 with all problems solved

Project: Shell Lite

Lightweight Unix shell programmed in C.

Project: Free Image

Recommender

A plug-in for Microsoft Word that recognizes images in a document that are not royalty-free and replaces them with royalty-free images that are similar.

Project: Memories of Light

A large-scale audiovisual installation created with knowledges of Arduino, circuit design, audio processing and sensor processing.

Organizations

Rewriting the Code Fellow Class of 2019, Out In Tech Fall 2018 Fellow.

Member of Oberlin Computer Science Major Committee and Mathematics Major Committee.

Co-chair of Oberlin Student Light and Sound Association (SLSA).

Education

2015-08 -
2020-05

Oberlin College and Conservatory, Bachelor of Arts, Bachelor of Music

- Major: Computer Science, Mathematics, Technology in Music and Related Arts
- Minor: Dance
- GPA: 3.83 (4.0 scale)
- Course highlights: Data Structures, Systems Programming, Algorithms, Machine Learning and Data Mining, Theory of Computation, Human-Computer Interaction, Programming Abstractions, Seminar in Mathematical Modeling, Multivariable Calculus, Discrete Mathematics, Real-time Techniques, Advanced Electroacoustic Techniques, Performance Technology Workshop, Fundamentals of Linguistics, Processing Sensors.

Skills

Programming Languages: Java, Python, C, bash, TypeScript, JavaScript, HTML/CSS, PostScript

Experience

2018-06 -
2018-08

Software Engineering Intern, EADP Marketplace

EA Games

- Won the Leadership Award at the CTO intern fair held at EA headquarters in Redwood Shores.
- Planned and executed on the software design and architecture of the new EADP marketplace system.
- Innovated new features to support EA's many games and reduced technical debt associated with legacy systems through innovation and automation.

2017-06 -
2017-08

Software Development Intern

Bentley Systems, Inc.

- Wrote a TypeScript wrapper for the company's existing C++ library for most of its software to be accessible via cloud.
- Created a web application using the company's iModel library to retrieve information from a local iModel briefcase.

2017-01 -
2017-01

Research Assistant Intern

Carnegie Mellon University Articulab

- Analyzed behavioral annotation of interaction data from an educational research study in the design of socially-aware adaptive virtual tutors.
- Extracted acoustic and facial features from 6600 slices of videos data to estimate rapport using shell scripting.

2015-08 -
present

Teaching Assistant

Oberlin College

- Taught 300 + students in courses such as Intro to Electroacoustic music, Real-time Techniques, Electroacoustic Performance Workshop, Algorithms, Systems Programming, Intro to CS and Data Structures.
- Hosted office hours, graded labs weekly, and helped improve the lab assignments.
- Answered questions and helped debug student labs in the lab sessions.
- Enforced diversity in the department by managing the women and trans safe space lab helping hours and the people of color lab helping hours.

2017-08 -
present

Conservatory Library Circulation Assistant

Oberlin Conservatory Library

- Saw to circulation of the general collection, as well as Reserve items.
- Assisted patrons with library copiers, printer and equipment.
- Enforced library policies and procedures.
- Maintained an excellent customer-service attitude in dealing with patrons.