Contact

natalie.cy.wong@gmail.com

www.linkedin.com/in/nataliewong1 (LinkedIn)

Top Skills

Software Engineering

Python

Full-Stack Development

Languages

English (Native or Bilingual)

Natalie Wong

Software Engineer @ Cash App

San Francisco, California, United States

Summary

Previously at Gusto, Shoes of Prey and Defence Science and Technology. Currently immersed in fintech at Cash App.

Experience

Cash App

Software Engineer

November 2021 - Present (2 years)

San Francisco, California, United States

Backend engineer on Investing, Financial Services team at Cash App.

I work on microservices that power the investing features within Cash App (for the most part).

Gusto

3 years 8 months

Staff Software Engineer

November 2019 - November 2021 (2 years 1 month)

San Francisco, California, United States

Product Infrastructure (previously known as Service Platform) | Foundation Engineering

Built tooling to support Product engineers. Expanded GraphQL usage across the engineering org, built gRPC & protobuf tooling, established engineering best practices for certain frameworks and technologies, implemented end-to-end encryption for Kafka messages, facilitated domain and code modularization, led a team of engineers to create a new user authentication system utilizing JWT's, built tooling for encrypted and non-encrypted configuration management.

Stack: Ruby, Rails, Sorbet, gRPC, Javascript, Node.js, React.js, Typescript, MySQL, Postgres, REST APIs, HTML5, CSS3, AWS, Kafka, GraphQL.

Senior Software Engineer

April 2018 - November 2019 (1 year 8 months)
San Francisco, California, United States

Benefits | Product Engineering

Built an internal email preview and inventory system, released class-based company contributions self-serve feature in app with internal admin support counterpart, rolled out the Benefits product in 3 new states (IN, SC, WI), automated the supported waiting period underwriting process, resolved security vulnerabilities whilst working with our Compliance team to ensure the features built are HIPAA compliant, interviewed junior and senior engineering candidates to grow the team.

Shoes of Prey
3 years 9 months

Senior Software Engineer
April 2015 - January 2018 (2 years 10 months)
Santa Monica, California, United States

• Full stack development on the web app touching on all areas of the business, from improving manufacturing processes to customer facing product launch campaigns.
• Spent time in Guangdong, China to learn and improve the quality and efficiency of the shoe manufacturing process using software. Identified the need for and built an internal software system to streamline the quality assurance process and increase the turnaround time for surfacing and categorizing problematic quality issues in real time.
• Built out the reporting infrastructure and integrated the database with 3rd party business intelligent tools to capture sales revenue, return reasons, etc to provide data to make business strategy decisions.
• Led the transition of React JS from Google Closure and oversaw the rollout across key areas of the website.
• Improved the 3D rendering pipelines and 3D artist processes as part of a photorealism project, utilizing AWS and Serverless infrastructure, and Slack integrations for quick error debugging.
• Worked on internal API's used on the website such as customer interactions, order sales, and shoe design saves; and integrated external services such as Mailchimp, Sendgrid, Eventbrite, Algolia.
• Designed and built an extensive shoe catalogue on the web app which was accompanied by internal tools for the merchandizer to release and update ranking of displayed shoes in a self serve manner to streamline the product launch process.

• Pitched a business case to invest in improving the set up of the continuation integration and deployment processes and standardized the team's git workflow with a focus on improving team code quality.

Stack: Python, Django, Typescript, Google AppEngine, AWS, React, Javascript, NoSQL, REST APIs, HTML5, CSS3.

Software Engineer
May 2014 - April 2015 (1 year)
Sydney, Australia

At Shoes of Prey, a customer can custom design their own shoes using 3D rendering software on the website by choosing from 200+ materials and designs ranging from high heels, boots, sneakers and many more. Behind the scenes, the shoes are manufactured on demand and shipped to the customer within a couple of weeks.

As an engineer at an early stage startup, I wore many hats and had the opportunity to work on a variety of technical projects across the business.

Defence Science and Technology Organisation
Engineering Intern
December 2013 - February 2014 (3 months)
Melbourne, Australia

Worked within DSTO's Joint and Operations Analysis Division as a member of a team working on air combat simulations.

Developed software to apply a range of natural user interface technologies to control the output and display of 3D animations of air combat simulations. Enhanced analyst interaction with visualizations for flight simulation replay. Explored and utilised technologies such as voice recognition software, game controllers and gesture recognition. Produced design specifications, test suites and written publication.

Shoes of Prey
1 year 7 months

Software Engineer
November 2012 - November 2013 (1 year 1 month)
Sydney, New South Wales, Australia

Hardware / Software Engineer Intern
May 2012 - October 2012 (6 months)

Concept generation for special projects. Researched and developed both software and hardware involving NFC technology, 3D printing and Raspberry Pi devices.

UNSW

2 years 3 months

Lab Demonstrator and Assessor
August 2012 - November 2013 (1 year 4 months)
Sydney, Australia

Supervised and taught electrical engineering concepts through practical experiments in the laboratory for 2nd and 3rd year courses such as ELEC2134 Circuits and Signals and ELEC3117 Electrical Engineering Design for the School of Electrical Engineering. Provided technical guidance on circuit design in the classroom. Marked and assessed student projects and presentations.

Student Administrative Assistant
September 2011 - August 2012 (1 year)
Sydney, Australia

Processed student enrollment applications for the School of Computer Science and Engineering for postgraduate degrees and assisted undergraduate students in course enrollment.

———

Education

UNSW
Bachelor of Electrical Engineering · (2009 - 2014)

UNSW
Bachelor of Computer Science · (2009 - 2014)