

# Mindy Lou

mindylou.github.io

## Experience

**Apple**, Software Engineer, Photos Infrastructure / August 2019 - Present

- Lead engineer on Camera capture ingestion into the Photos app.
- Shipped features for the iPhone 13 such as Cinematic Video, ProRes recording, and Photographic Styles. Collaborated cross functionally between various Camera, Video Engineering, QA, and UI teams.
- Fixed race conditions for capture types such as Deep Fusion and Smart HDR 3 by rearchitecting photo sharing infrastructure.
- Eliminated a 100MB memory spike in video captures by analyzing performance traces in coordination with the Camera frameworks team.
- Led intern recruitment for the 2022 season. Interviewed junior and senior full time candidates. Introduced initiatives to improve inclusion and diversity in recruiting with senior leadership.
- Onboarded and mentored new hires by scoping initial tasks and setting up regular check-ins.

**Apple**, Software Engineering Intern, Photos Infrastructure / May 2018 - August 2018

- Prototyped support for iCloud Photos syncing of print projects on macOS.
- Worked across the backend stack using Core Data and XPC.
- Proposed an iCloud Photos [API](#) that was released with iOS 15.

**Cornell AppDev**, iOS Course Instructor / September 2018 - May 2019

- Co-taught a 10 week Intro to iOS Development course of 60+ students.
- [Conducted lectures](#), graded assignments, and oversaw teaching assistants.
- Organized end of semester hackathon for students across all of AppDev's courses in backend iOS, and digital product design.

**Bose**, Mobile Developer Intern / June 2017 - August 2017

- Developed an iOS app to demonstrate connecting and configuring a next-generation speaker (Smart Speaker 500) to WiFi by transmitting messages via Bluetooth to a mock hardware application.
- Built a Flask server to handle OAuth logins from music services back to an iOS app via deep linking.

## Selected Projects

[Legend of Zolda](#) / November 2017 - December 2017

- Developed a browser-based OCaml implementation of The Legend of Zelda with three other teammates.
- Implemented game state and GUI modules, and translated OCaml code to JavaScript using the `js_of_ocaml` library.

[Pollo](#) / February 2019 - May 2019

- Led implementation of client side features for an open source polling iOS app using Swift, IGListKit, and SocketIO in collaboration with backend developers and product designers.
- Mentored junior iOS developers on the project and reviewed pull requests.

## Education

**Cornell University**

College of Engineering 2019

B.S. Computer Science

Business Minor

GPA 3.57/4.00

## Skills

### Programming

Objective-C, Swift, Python, Java, SQL, OCaml, C

### Tools and Technologies

Xcode, Git, PhotoKit, Core Data, XPC, Bash/Zsh, Flask