

KRISTEN KWONG

2ND YEAR, MAJOR IN COMPUTER SCIENCE

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41 - 7111 Lynnwood Dr., Richmond, BC, Canada V7C 5S9

TECHNICAL SKILLS

PROGRAMMING	Python, Java, C, C++, Javascript
WEB	HTML, CSS, Flash
APPLICATIONS	Adobe Photoshop, Illustrator, Premiere, Dreamweaver, Flash; IntelliJ; Android Studio
OPERATING SYSTEMS	Mac OS X, Windows, Linux

WORK EXPERIENCE

Software Test Engineer Co-op

January 2017 - present

NETGEAR Canada

- Develop and maintain an automation script using Python that interacts with devices through USB, UART, and Cloud communication with Amazon Web Services, including stress testing, sanity testing, functional testing, system testing, performance testing, and regression testing
- Strong understanding of the Software Development Life Cycle (SDLC) and Software Testing Life Cycle (STLC)
- Write clear and concise test reports to communicate results of testing with different departments
- Spearheaded tests on Battery Management in a new product, developing test procedures and collaborating with Firmware, Hardware, Software, and Certifications departments to cover all aspects of the project
- Execute manual tests with regards to Internet protocols using the Anritsu MD8475A Base Station Simulator, Power Analyzer, and PuTTY, following specifications of the test plan

Graphic and Web Design Intern

May 2016

VIZ Group – Shanghai, China. <http://www.vizfuture.com>

- Designed and implemented a new website for French restaurant chain Ôdelice! using Squarespace, HTML, CSS, and Javascript, according to the clients' specifications, including SEO
- Designed wedding-themed merchandise packaging for Yankee Candles using Photoshop and vectorized the design using Illustrator; Consulted with co-workers to create a coherent series of packaging
- Designed and created vector illustrations of the mascots for the re-branding of Candy Master with Illustrator

TECHNICAL PROJECTS

Portfolio Website (Personal) <https://kristenkwong.github.io>

April 2017 - ongoing

- Used HTML, CSS, and Javascript to implement a mobile-friendly responsive design that showcases my passion for graphic design, as well as my interest in web development
- Currently working on integrating a personal blog using Python and Django onto the website, as well as Javascript animations and interactivity

To-do List Android Application (Personal)

January 2016 - ongoing

- Brainstormed and designed an application that receives to-do list items from the user as well as user selected priority ratings for the item; items are colour coded and sorted by priority and deadline.

- Currently implementing the application using Java and Android Studio, while learning and using XML to create the user interface
- Implemented the embedded SQLite database to store added tasks; when a task is completed, the task is removed from the User Interface and SQLite database
- *Skills:* Android, Java, XML, SQLite

SortAI (Personal – Dubhacks 2016)

October 2016

- Android application written in Java with Android Studio, using XML for the user interface, which takes photos of objects and notifies the user of which disposal location to use: recycling, mixed paper, compost, or trash. The Clarifai API was integrated to provide the image recognition.
- Worked with four other teammates to design and develop the SortAI application at the Dubhacks hackathon.
- Designed and produced the splash screen graphics and notification windows using Adobe Illustrator.
- *May 2017 - ongoing:* Currently implementing the app on iOS using Swift and Xcode as a personal project
- *Skills:* Android, Java, XML, Adobe Illustrator, API integration; iOS, Swift, Xcode

Mind the Gap London Subway Android Application (Academic)

March - April 2016

- Produced a map of London's subway transit system, colour-coded by train line, complete with stations and station information; Departures and arrivals of trains on each platform were also displayed when prompted by the user
- Extracted GPS coordinates, station information, and train departure and arrival times by retrieving information using a JSON parser.
- Tested and implemented for the Android platform, using JUnit and manual testing through an emulator
- *Skills:* Android, Java, IntelliJ, API Integration, JUnit testing

ADDITIONAL WORK EXPERIENCE

Teaching Assistant (Computer Science 110)

September - December 2016

University of British Columbia

VOLUNTEER EXPERIENCE

UBC Local Hack Day Organizer & UBC Hacks Founder

October - December 2016

- Organized UBC's Local Hack Day on December 3rd, in collaboration with Major League Hacking, Github, and the UBC Computer Science department
- Found sponsors through networking and emailing, as well as contacting companies in person
- Directed volunteers and organized the event through Slack, emails, and in person meetings

EDUCATION

Bachelor of Science, Major in Computer Science

University of British Columbia, Expected graduation: 2020

- Average: 85.8%
- Scholarships and Awards: Chancellor's Entrance Award (2015), Dean's Honour List (2016)

ACTIVITIES & HOBBIES

- Photography with Nikon D40 and Olympus OM-D E-M10
- Illustration and graphic creation using Adobe Photoshop and Illustration
- Blogging on Medium, Tumblr, and Wordpress
- Travelling and meeting new people and cultures
- Attending hackathons