

Celina Hao Tang

SOFTWARE ENGINEERING, 2A

Work Experience

Accedo, Multiplatform Software Engineer, Toronto, ON

May 2017- Aug 2017

- Learned BrightScript and Roku SDK 2.0 to develop on the platform
- Developed and integrated 7+ new on-demand features according to Proof of Concept and ensured a high degree of client satisfaction by presenting demos of the product
- Debugged 60+ issues effectively within the existing code base, which eliminated app crashes and greatly improved user experience
- Implemented API calls and REST architectural style to dynamically display data from server
- Worked under Agile methodology for streamlined development and efficient collaboration
- Received positive customer feedback upon the successful launch of the SmartTV app

Quanser Consultant Inc. – Software Developer, Markham, ON

Jul 2015 – Aug 2015

- Used dead reckoning with XY coordinates from encoders and gyroscope calculation to accurately track and efficiently transfer robot position over network
- Developed an image processing program with the Image Acquisition and Processing library to analyze RGB data with the Xbox360 Kinect
- Analyzed depth data and successfully manipulated the acquired data to map the surrounding area, which is used in the path planning algorithm
- Presented at National Instrument Week in Texas at the product launch demo

Projects

BoosterCat

Sep 2016 – Nov 2016

- Utilized data from accelerometer and temperature sensor to provide a more realistic experience of a pet simulation
- Utilized the LCD screen for displaying game content and user interface

Extracurricular

FIRST Robotics Team 4001 – Team Captain & Lead Programmer





Sep 2012 – Jun 2016

- Led a team of 85 members to win FIRST Robotics Competition Greater Toronto Central Regional and played in the World Championship quarterfinals
- Developed an automated control program with Proportional Integral Derivative control, which improved robot performance on scoring by 40%
- Presented robot design, programming logic, and mechanics to the judges, which won Engineering Inspiration Award, Creativity Award, and Industrial Design Award
- Taught introductory lessons on programming to 40 different high schools in the region

The Axiom School Newspaper – Editor-in-Chief

Sep 2012 – Jun 2016

- Supervised a team of 35 members to write articles on school-wide events, global issues, and club activities, and successfully reached 100+ monthly views
- Edited articles and other materials submitted for publication to improve readability and confer with reporters regarding changes in content, style or organization

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Technical Skills

Languages:

C/C++
Python
LabVIEW

Web Development:

HTML
CSS
RESTful APIs
JavaScript/jQuery

Hardware:

Roku
Arduino
Texas Instruments:
roboRIO, myRIO
Xbox 360 Kinect

Data Representations:

JSON/XML

Interests

Games: Skyrim, Witcher 3, Elder Scrolls Online, Beholder

Art: acrylic, watercolor, pencil sketches

Education

Candidate for Bachelor of Software Engineering

University of Waterloo
Waterloo, ON
Expected Graduation Date: 2021