Fiona (Xinlei) Wang

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Portfolio   fionawang.vercel.app

GitHub   github.com/FionaWang12138

Education

2020 - 2022

Bachelor of Science (Computer Science)

University of New South Wales

Dean's Honor List (2020, 2021)

WAM: 87.737

Skills

- Python
- Java
- C
- HTML
- CSS
- Javascript
- React
- SQL

Relevant Courses

- Software Engineering Fundamentals
- Computer System Fundementals
- Introduction to Data Science
- Data Structure & Algorithms
- Algorithms & Programming Techniques
- Object Oriented Design & Programming
- Computer Networks & Applications
- Database Systems
- Web Frontend Programming
- Machine Learning & Data Mining
- Software Construction
- Programming Challenges
- Theory of Statistics

Projects

Predicting Eligibility for Emergency Broadband Benefits

- Created for the TracHack challenge, which requires participants to make predictions on the eligibility of customers for the Emergency Broadband Benefits (EBB) program.
- Positive unlabelled data were given, which presented a one-class classification problem.
- Data processing was performed after the initial data analysis.
- Four machine learning models were explored and fine-tuned through hyper-parameter tuning and feature selection.
- Modified Logistic Regression was chosen as the final model.
- An F1 score of 0.96 was achieved.

Big Brain

- Big Brain is a website allowing users to create and take part in online multiple-choice quizzes.
- A game creator can log in/register, create new games by adding and editing questions, host games, and view past results in a dashboard.
- Game participants can join games through a link or password, answer questions, and view their own results.
- Created using React framework, and interacts with RESTful API backend

Loop Mania

- A game in which the character travels through a loop, and gains points by defeating enemies and constructing buildings.
- The game features a series of different enemies, which increase in strength and complexity as the player progresses through the game.
- The project makes use of object-oriented design patterns such as observer, state, and strategy.

If you would like to find out more about my projects, please visit my portfolio at fionawang.vercel.app.

Work Experience

Robotics Mentor, Jan 2022 - Current

Pymble Ladies' College

- Instructed primary-aged students on the basics of engineering and programming.
- Led students in hands-on construction of robots for VEX and FIRST LEGO League competitions.
- Collaborated with other members of staff to determine instruction goals and methods.