

JESSICA WEN

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CANDIDATE SUMMARY

Passionate Computer Science undergraduate with strong skills in software development. Interested in applying my skills and creativity in a collaborative environment to build impactful solutions.

EDUCATION

Honours Bachelor of Science, University of Toronto, Ontario, Canada September 2023 - Expected May 2028
Computer Science Specialist

SKILLS

Languages Python, PyGame, Java, Swift, HTML/CSS/Javascript, TypeScript, SQL, C, C++, RISC-V
Tools PyCharm, Git, PyGame, React, SQLite, Linux

EXPERIENCE

Computer Science Teaching Assistant – Computer Organization & Architecture September 2025 –
Current University of Toronto Mississauga Mississauga, Ontario

- Lead lab TA for weekly 2-hour sessions, guiding students through RISC-V assembly programming, debugging, and optimization, with hands-on exercises in CPU architecture, memory hierarchy, and instruction execution
 - Provided instruction on processor organization, data representation, computer arithmetic, instruction sets, caching, and performance evaluation, reinforcing practical understanding of assembly programming and simulated processor architectures

Software Developer Intern

July 2022

Our Wave Hub

Toronto, Ontario

- Spearheaded the design, development, and deployment of an MVP for a gamified to-do list app using **Swift**, enhancing user productivity and engagement [Resolute Git Link](#)
 - Acquired proficiency in Swift within one month through self-directed learning, leveraging this skill to build a functional iOS application from scratch
 - Successfully presented the project to a panel of supervisors, receiving the Semi-finalist award for innovation and functionality

PROJECTS

GenAI Hackathon: CurAITor

<https://github.com/Khushi-Malik/gen-ai-art-museum>

- Won Google Women Tech-makers and CGI Best Women Hack
 - Developed an accessible and inclusive virtual art gallery platform using React and Tailwind CSS to recreate the museum experience online
 - Integrated back-end services with Python and Flask to support dynamic content delivery and user engagement tracking

Ellehacks Hackathon : Recycling Game (Second Place)

<https://github.com/Forlaie/Recycling-Game>

- Developed an MVP of a recycling game using **PyGame** as the sole developer and tech lead for a team of 4
 - Designed the game framework, wrote and debugged the code, integrated assets created by teammates, and refined the overall gameplay experience.

ACHIEVEMENTS

- Governor General's Academic Medal - 2023 (Only one awarded per school in Canada)