Hiu Sum (Jaime) Yue

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EDUCATION

Bachelor of Engineering, Computer Systems Engineering   **September 2019-Present**

Carleton University, Ottawa, ON
- Fourth-year standing, CGPA 10.33/12 (A-)
- Deans' Honour List, 2019-2021, A.D. Dunton Scholarship, 2019
- Expected graduation date: May 2023

RELEVANT SKILLS, EXPERIENCES AND ACCOMPLISHMENTS

Technical Skills
- Built a GUI using Android Studio in Java to give the user a mobile application to control the robot, extinguish the fire, get results and notifications based on the data that the sensors collected
- Created a music web application using HTML, CSS and JavaScript that the user can search by inputting an artist name to get their upcoming events and music snippets of the artist through the embedded Spotify.
- Coded C programs through Linux System about semaphores, monitors and message queues in course SYSC4001 to attain a good understanding of the concurrent systems
- Developed a program using Python with the understanding of for-loop and if statements allowing the users to use the photo-editing program
- Programmed functions using C in course SYSC2006 to acquire knowledge of memory management
- Wrote a program using Java and User Datagram Protocol to communicate between classes and build a GUI simulator for the elevator control system and floors.
- Operated the lighting system in the theatre to provide an excellent lighting setup supporting the performances

Communication Skills
- Collaborated with four team members and effectively held team meetings in ECOR1051 Project to accomplish all the tasks on time
- Wrote a 13-page report of findings on stack effect in course CCDP2100 to analyze the information in professional documents resulting with an overall course grade of A-
- Conducted a presentation to explain how the stack effect can make buildings more energy-efficient to a non-technical audience in CCDP2100 research project to deliver the basic concepts of the stack effect

APPLIED PROJECTS

Programmer   **(Winter 2022) January 2022-April 2022**

Household Fire Warden and Extinguisher Robot Project
- Developed a robot that uses flame and temperature sensors to detect fire
- Built a GUI using Android Studio in Java to give the user a mobile application to control the robot, extinguish the fire, get results and notifications based on the data that the sensors collected
- Used Firebase to store all the data that the mobile application and the robot needed to communicate with each other.

Web developer   **July 2022**

Web Development Project
- Created a music web application using HTML, CSS and JavaScript that the user can search by inputting an artist name to get their upcoming events and music snippets of the artist through the embedded Spotify.
- Applied server-side APIs on the web application using JavaScript, which are Spotify API and Ticketmaster API, to get the artist information to display on the web application
- Wrote CSS code to show the layout of the website neatly when the screen sizes are desktop size, tablet size or mobile size.
- Used local storage of the computer to store the previous artist search of the user

Programmer   **(Winter 2021) January 2021-April 2021**
E-commerce application
- Maintained a changelog throughout the 5 milestones to manage the changes and additions to the program
- Created a GUI using Java swing package for e-commerce to simulate the user view of a store
- Used JUNIT testing to ensure the transactions and number of products in the application were correct

Group leader, Programmer   **(Fall 2019) September 2019-December 2019**
Photo-editing program Project
- Monitored the progress of the group and prioritized the urgent tasks to ensure the group was on schedule
- Wrote a program using Python with the knowledge of the workflow for creating a function to utilizing the red, blue, green values of the pixels to produce an image with a new filter
- Tested the photo-editing program by using a testing function developed by the group to verify the filter was working properly.
- Documented a README.md file to explain the function of the program and provide a set of guidelines for the users

VOLUNTEER EXPERIENCE
Theatre Technology Assistant   **September 2017 - April 2019**
Mennonite Collegiate Institute, Winnipeg, Manitoba
- Assisted the musical instructor with the knowledge of sound and light effects in setting up the theatre to maintain great performance for the audience during shows
- Designed different lighting effects and sound effects for musicals and concerts to make a successful play
- Mentored new students on learning the techniques of sound and light effects in the theatre to foster education

EXTRA-CURRICULAR ACTIVITIES
- Soccer team member, Mennonite Collegiate Institute, September 2018 - April 2019
- Basketball team member, Mennonite Collegiate Institute, September 2017 - April 2019
- Badminton team member, Mennonite Collegiate Institute, September 2017 – April 2019
- Theatre Technology Assistant, "Tuck Everlasting" Musical, Mennonite Collegiate Institute, January 2019 – March 2019
- Theatre Technology Assistant, "Footloose" Musical, Mennonite Collegiate Institute, January 2018 – March 2018