

JENNIFER WU

UNIVERSITY OF WATERLOO

Computer Science with Computational Fine Art Option



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github.com/JWKaiqi



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SKILLS

- Languages: Java, C++, C, C#, Python, MySQL, HTML, CSS, JavaScript, Lua, Bash
- Mobile: Swift, Objective-C, Android
- Frameworks: OpenGL, WebGL, Qt, Processing, Angular, ASP.Net
- Tools: Git, Photoshop, Premiere, Illustrator

PROJECTS

- **Computer Graphic:** Raytracer; Barcraft 3D Sandbox; 3D humanoid puppet; Geometric pipeline.
- **Mobile:** I-Love-Takeout (IOS); Rise of Numericons (Android).
- **Website:** Dream Cabinet; Spotify Manager; Personal website.
- **Desktop App:** Entity Relationship Diagram Editor; Tetris Game.

EDUCATION

Bachelor of Computer Science with Computational Fine Art Option, Co-operative Program, University of Waterloo, Canada
Sep 2013 - Apr 2018

WORK EXPERIENCES

Palette Gear, Software Developer

SEP 2017 - DEC 2017

- Took part in developing the desktop application for their modular hardware controllers.
- Worked on Adobe SDK development, WebGL 3D modeling, Qt and QML application development.

Ontario Institute for Cancer Research, Software Developer

MAY 2017 - SEP 2017

- Front-end Angular / AngularJS development of the open source software Dockstore.
- Integrated Elastic search into the product search page
- Used tools and languages such as Docker, Quay.io, CWL, WDL and etc.

Bell and Howell, Software Developer

JAN 2016 - MAY 2016

- Developed and updated multiple application by using ASP.NET, C#, VB, MySQL, and XML.
- Updated and maintained the company's back-end support.

Toronto District School Board, Web Developer

APR 2015 - AUG 2015

- Designed and programmed multiple web application modules by using ASP.Net, C#, and SQL that automated the process of updating web content.
- Edited and programmed web pages by HTML, CSS, and JavaScript.

TJX Canada, Technical Analyst

SEP 2014 - DEC 2014

- Updated and maintained the company's network and telephone systems.