Jeffery Wu

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EDUCATION

Queen's University   Kingston, ON
Bachelor of Computing, Computer Science, Minor in Mathematics   *Sep. 2023 – Apr. 2027*

Alexander Mackenzie H.S.   Richmond Hill, ON
OSSD Diploma (Honours), International Baccalaureate Diploma   *Sep. 2018 - June 2023*

EXPERIENCE

Computing Society First Year Representative   Kingston, ON
Queen's University   *Dec. 2023 – Present*

- Campaigned and familiarized to the over 300 computer science students over a months period, obtaining enough votes to become a representative
- Created, promoted, and participated in student activities to increase visibility and representation for COMPSA
- Engaged with the computing student body to encourage the passing of legislation to increase the COMPSA mandatory fee to $25 increasing funding

Queens Web Development Club   Kingston, ON
Queen's University   *Sep. 2023 – Present*

- Designed and developed a user-friendly website using Figma for local clubs, increasing visitor retention and conversion rate
- Collaborated with team to create front-end using Tailwind and Swift, creating an interactive site
- Communicated with client weekly, increasing client confidence and resulting in a more cohesive end product

Hackathon Lead Organizer   Richmond Hill, ON
York Region District School Board   *Sept. 2021 – June 2023*

- Organized and ran a hackathon with over 350 student participants, producing over 70 individual projects
- Led a group of more than 15 students to adapt the previously online hackathon to an in-person one, organizing 10+ supervisors, and partnering with over 15 sponsors
- Managed thousands of dollars, distributing it to 10+ prizes worth hundreds, increasing registration and student engagement in computer science

PROJECTS

Queens Wed Development Club | *HTML, CSS, Javascript, React, Tailwind*   Oct. 2023 – Present

- Designed the client-side using Figma, configuring the site to have a greater visitor retention and click-through rate through design
- Implemented the designs with React and Tailwind, creating an fully interactive site, which updates to display times, current board games, sign up sheets
- Created 3D Blender animations to increase visual appeal and atmosphere to the entire site, helping inform the readers of possible board games and to increase interest

Coffee: The Video Game | *Unity, C#, Git*   May 2020 – June 2022

- Developed a Unity game for my friends to enjoy in their spare time
- Created 30+ individual sprite items creating a congruent style to the game, immersing the players in a greater world
- Implemented Unity's in-built event systems to create play-by-play scenes and gameplay

Personal Website | *HTML, CSS, Javascript, Figma*   Dec. 2023 – Present

- Developed a fully interactive and ready-to-launch site with Figma, collaborated with peers to get feedback on prototype designs using Figma's collaboration system
- Designed and implemented the website using Tailwind, creating functional and compatible versions for different resolutions

TECHNICAL SKILLS

Languages: Python, C#, C++, Java, JS
Developer Tools: Git, Visual Studio Code, Node.js, Unity
Libraries & Frameworks: pandas, NumPy, Matplotlib, Tailwind