

JENNIFER YU

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EDUCATION

UNIVERSITY OF WATERLOO

Sept. 2024 - June 2029

Software Engineering, Honours, Co-operative Program

Awards: Arthur F. Church Entrance Scholarship for Women in Engineering, President's Scholarship of Distinction

SKILLS

Languages: Java, Python, C, HTML, CSS/SASS, JavaScript, TypeScript, Dart

Tools/Frameworks: React, Next.js, Tailwind CSS, Flutter, Figma, Git, Firebase, Flask, OpenCV, TensorFlow, Keras, Scikit-learn, dlib

EXPERIENCE

SOFTWARE ENGINEER TEAM LEAD

July 2021 - Present

Bit by Bit Coding

- Assemble and oversee a team of 8 software developers ranging from entry-level to graduate-level experience.
- Develop interactive demos with HTML, CSS, and JS that have taught 1000+ middle schoolers—from 8 countries—to code.
- Provide team members with feedback on the UI/UX of the demos to facilitate learning for middle school students.
- Assist Executive Leadership with designing the new interview process for prospective Software Engineer Team members.

UNDER-SECRETARY-GENERAL (USG) OF TECHNOLOGY

Dec. 2022 - Aug. 2024

Canada Model United Nations (CANMUN)

- Designed and developed the official responsive CANMUN website from scratch using HTML, CSS, and JavaScript.
- Collaborated with 70+ staff members to organize the 1st iteration of the 3-day nationwide conference for 300+ delegates.
- Collaborated with the 19 members of the Secretariat to promptly update the website's information and ensure accuracy.
- Achieved over 10,000 monthly pageviews, delivering a reliable and engaging platform for more than 500 stakeholders.

CO-CHAIR

May 2022 - June 2024

York Region Hacks (YRHacks)

- Led a team of 15 students—from 9 different schools—to organize the largest annual high school hackathon in Canada.
- Provided 1000+ students—cumulatively over 3 years—from 25+ schools, with the opportunity to experience a hackathon.
- Organized 30+ workshops to educate participants on computer science topics such as cybersecurity and app development.
- Coordinated with administrative staff from 8+ schools to ensure a safe event in compliance with school board policies.

PROJECTS

G.L.A.S.S.E.S. 📄 | Python, Flask, React, JavaScript, Raspberry Pi, Git, Shazamio, textyl.co API

Oct. 2024 - Dec. 2024

Software Engineering 101

- Designed and developed smart glasses with a built-in display and live audio recording to detect songs and display lyrics.
- Collaborated with the team to cohesively integrate the Raspberry Pi, display module, React mobile app, and servers.
- Integrated song recognition and real-time lyric synchronization while enabling smooth scrolling text display on the OLED.

REMBERU 📄 | Flutter, Flask, Firebase, OpenCV, Gemini API, Symphonic Labs API

Sept. 2024 - Sept. 2024

Hack the North

- Developed an AI-powered social interaction device that uses lip-reading and facial recognition to recall conversations.
- Integrated Gemini and Symphonic Labs APIs to lip-read, transcribe, and concisely summarize conversations in real time.
- Acquired proficiency in Flutter and Firebase—within a short development cycle—through hands-on implementation.

FACIAL EMOTION DETECTION 📄 | Python, TensorFlow, Keras, OpenCV, Scikit-learn, dlib

July 2023 - Aug. 2023

Inspirit AI

- Tested and evaluated multiple machine learning models, including KNN, logistic regression, and decision trees.
- Implemented an MLP, achieving over 74% accuracy across multiple emotion categories & resulting in earning "Best Project."
- Integrated real-time video processing capabilities with the MLP model, enabling immediate facial detection.