Stephanie Tong

(714) 318-4212 ♦ tong.stephanie_mylinh@yahoo.com
https://ladywhaleton.github.io ♦ https://www.linkedin.com/in/smtong

EDUCATION

Bachelor of Science in Computer Science   June 2016
University of California, Riverside

SKILLS

- Four years of experience in C++, two years in C, and moderate understanding in Python.
- Experience with Java, C#, Bash, Perl, JavaScript, HTML, CSS, Django, Postgres.
- Proficiency in applications such as Adobe Photoshop, GitHub, Sony Vegas Pro, Atmel Studio, Visual Studio, Android Studio, Unity Game Engine.
- Proficiency working with Linux and Windows operating systems.

WORK EXPERIENCE

Game Developer
Brain Game Center at UC Riverside   January 2016 – July 2016

- Assisted development and official release of iOS game created in Unity using C#.
- Reformatted legacy code to improve readability and to simplify code structure.
- Implemented UI features that teaches players the objective of each game mode.
- Created new game mechanic that randomly shuffles patterns to increase challenge.
- Modified some sprites in Photoshop and incorporated them into the game.

PROJECTS

Stationerry   **https://github.com/waoimapanda/Stationerry**

- Developed a web-based tool for Android developers that streamlines error debugging and crash reports, using Django as the web framework.
- Used SQLite database to respond to search queries and optional filters.
- Personally designed a minimalistic modern UI and dashboard with error statistics, using JavaScript, HTML, CSS, and Bootstrap 3.0.
- Utilized ACRA (Application Crash Report for Android) library and Google Charts API.

Fistbump   **https://github.com/LadyWhaleton/Fistbump**

- Developed a social networking application in Android Studio and Java.
- Implemented instant messaging and file sharing by using Wifi Direct and NFC protocols.
- Designed a user-friendly, minimalist UI that follows Google's material design.
- Integrated a file gallery that displays thumbnails and information of files shared by friends.

LedsDraw   **https://github.com/LadyWhaleton/LedsDraw**

- Created an interactive drawing and animation tool for embedded systems in C++.
- Utilized serial communication between Arduino Mega and Arduino Uno for real-time tasks.
- Incorporated LED matrices to display animations, LCD to display menus and options, keypad to acquire input, Parallax tilt sensors to shift drawings, and photo resistors to flip or invert drawings.
- Devised an algorithm to determine the bounding box for each drawing/animation.
- **Demo: https://www.youtube.com/watch?v=54KcAIlyJvs**