Melissa Goon

 ${\it github.com/Melissa} Goon \\ {\it melissagoon.github.io}$

EDUCATION

University of British Columbia

Vancouver, BC

B.Sc. Combined Major in Computer Science and Biology; Cumulative GPA: 82.6%

(2019 - 2025)

EXPERIENCE

Google Summer of Code - Blender Foundation

Remote

Contributor

May 2023 - September 2023

Email: melissahuijungoon@gmail.com

- Worked with a mentor from the Blender organization to implement several community-sourced improvements to a large, open-source code base using C, C++ and Git.
- **UV Editor Edge Slide:** Enhanced UV map editing for increased efficiency by enabling dynamic sliding of UV edges toward adjacent vertices, with options for mouse-based movement tracking or precise adjustments using a slider.
- UV Editor Select Random: Enabled users to selectively choose or deselect random UV vertices, edges, or faces. Customization options include seed and ratio adjustments for flexible selection precision.
- UV Editor Merge By Distance Popup: Created a popup display making it easier for users to keep track of and understand the impact of the merging operation.

Personal Projects

- Redcommend Cmd-f 2023 Hackathon (Sponsor Prize Winner, Diversity in CS Mentorship winner)
 - Collaborated with a team to create a Reddit thread summarization tool, leveraging the **Cohere** language model API and Reddit API.
 - Developed an intuitive and visually appealing website using **Flask**, **HTML**, and **CSS** to provide users with an efficient solution for summarizing lengthy discussions.
- Adventure Awaits NWHacks 2023 Hackathon
 - Collaborated with a team to develop a full-stack web application enabling users to receive written directions to randomly interesting nearby locations, integrating the **Google Maps API**.
 - Utilized Figma, HTML, and CSS with the Bootstrap framework for the front-end development.
- Course Average Viewer
 - Created a website to visualize the average course grades at UBC over time and the ability to filter results by professor.
 - Developed the back-end using **TypeScript/JavaScript** and the front-end using **React**.
 - Gained experience with agile methodologies.
- 3D Portfolio Website
 - Created a portfolio website with 3D elements using Blender, React, Three.JS and Tailwind CSS.
- Flashcard App
 - Independently built a program for creating and saving flashcards using Java and Swing for the UI.
 - Applied knowledge of object-oriented design and design principles acquired during the Software Construction course.

PROGRAMMING SKILLS

- Languages: Python, C++, Java, C, Typescript, Javascript, HTML, CSS Technologies: Git, React, Flask
- Relevant courses: Introduction to Software Engineering, Intermediate Algorithm Design and Analysis, Computer Hardware and Operating Systems, Introduction to Computer Networking, Applied Machine Learning