

# Sean Wang

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## SKILLS

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**Programming Languages:** Python, Java, C++, C#, HTML, CSS, Tailwind CSS, JavaScript, TypeScript

**Technologies:** Git, SVN, .NET Framework VSCode, Figma, React.js, Next.js, OOP, React Native, PyTorch (Machine Learning)

**Other Skills:** Agile Development, Visual Basic for Applications, UI/UX Design

## EXPERIENCE

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### Software Developer Co-op

Jan. 2024 - April 2024

Lockheed Martin | Halifax, NS

- Made changes to the ship's **Java** codebase according to document specifications, such as **object properties, methods, data structures, and function logic**, while maintaining compatibility of interacting components within different files
- Implemented and presented **Python / VBA** automation solution for populating Word tables from Excel data with automatic format conversion **turning hours of work to only seconds**; commended for effectiveness of solution
- Created an automatically updating Gantt chart program schedule using **Tableau and Visual Query Language** featuring colour-coded bars, shapes, and a legend, **saving 2 - 3 hours** of would-be manual efforts for schedule creation
- Performed software derivation requirement reviews in the database to ensure parent / child links are compliant

### Frontend Developer Internship

Dec. 2022 - Aug. 2023

Paybridge Technologies | Remote | [Website Link](#)

- Used **CSS, React, and Next.js** to revamp certain parts of the landing page; **commended on multiple occasions for effective design and bug fixing in a timely manner**
- Perfected the **user experience and interface** of the transaction page form after 3 design iterations based on feedback
- Implemented **field validation** and error messages in the user form using **JavaScript** and ensured data is saved in a JSON format to be sent to the backend
- Promoted the use of Notion task boards and improved task management system efficiency by 20%

### Research Assistant

March 2023 - June 2023

University of Waterloo | Waterloo, ON

- Explored various AI models to develop a **human-computer interaction system** for swarm robots (10 table robots)
- Trained a neural network for gesture recognition using the PyTorch Python library with an **above 90% accuracy score**

## PROJECTS

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### SignSpeak - uOttHack 5 Winner (**First Place Overall Winner, 200+ participants**) | [Devpost](#); [GitHub](#)

- Developed bite-sized sign language lessons and quizzes using **JavaScript, React, Next.js**, and a TensorFlow classification model making sign language education more accessible
- Utilized React's **component-based architecture** to modularize code and **facilitate easier maintenance** and future scalability of the application.
- Worked effectively under pressure** in a team of 4 utilizing everyone's strengths; successfully pitched to judges and won **first-place overall prize**

### A Helping Hand - JamHacks 7 Winner (**Best Hardware Hack, 136 participants**) | [Devpost](#); [GitHub](#)

- Combined each team member's expertise to build a gesture-controlled robotic hand using Arduino and computer vision
- Programmed the **Arduino** and computer connection using **C++ and Python** and **assembled the breadboard circuit**

## EDUCATION

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University of Waterloo | Bachelor of Applied Science in Computer Engineering

2023 - 2028

- Scholarships:** President's Schol/Distinction; Adel S. Sedra Scholarship
- Involvement:** S4 Cohort Engineering Society Representative