

Sally Yang Jing Ou

Software Engineering | yjou@uwaterloo.ca

www.linkedin.com/in/sallyouyang | www.sallysally.ca | <https://github.com/Sally-Yang-Jing-Ou>

SKILLS SUMMARY

- Proficient in C, C++, Objective-C, CSS, HTML, JavaScript, Node.js, Java, Git, Xcode, Sublime, Unix
- Experience in Python, jQuery, SpriteKit, iOS dev, Swift, Vim, Eclipse, Bash, Subversion (SVN)
- Ability to quickly troubleshoot operating systems including Windows, Mac OS and Linux (Ubuntu)

WORK EXPERIENCE

Software Developer | Pulse Energy Inc. | *Vancouver, BC* April – August 2014

- Built automation tests in node.js, Selenium and WebDriverJs, and adopted the Sauce Labs cloud testing platform for multi-browsers testing using Agile software development practices
 - Replaced manual testing for Pulse Energy's flagship product with automated end-to-end tests
 - Expect to save the company over 1100 hours of manual testing per year
- Designed and made web layout changes with HTML, CSS, LESS as per customer requests
- Participated in the weekly iteration testing, bug fixing, and release deployment activities
- Used: JavaScript, Node.js, Knockout, CSS, HTML, Jira, Git, IntelliJ, Sauce Labs, KissMetrics

Physics and Calculus Tutor | *Markham, ON* 2012-2013

- Developed problem-solving skills through use of different teaching methods
- Responded to student questions and concerns

PROJECTS

Wordasm | *Hackathon @ Hack the North* (<http://wordasm.herokuapp.com/>) 2014

- Implemented custom Web chat system, and integrated it with a multiplayer word-guessing game
- Used: Facebook API, Socket.IO, JavaScript, Node.js, CSS, HTML, Bootstrap, jQuery

Personal Website | www.sallysally.ca 2014

- Built the site using Jekyll
- Adopted parallax scrolling using JavaScript, and used jQuery Lightbox for photos viewing
- Used: JavaScript, jQuery, CSS, HTML, Google Analytics, Jekyll, Sublime

Spinning Table | *iOS Mobile Game* 2014

- Wrote an iOS game using UIKit and SpriteKit framework in Swift
- Game functions included collisions detections, enabled social media sharing and score tracking

Flappy Mario | *iOS Mobile Game* 2014

- Wrote an iOS game with rules similar to Flappy Bird
- Used: UIKit, Foundation, CoreGraphics, Objective-C

Scribbler Commander Project | *School Project* 2013

- Programmed a robot to maneuver through obstacles in Python, and designed GUI in HTML
- Adopted subversion (SVN) for updates and version control

AWARDS & ACHIEVEMENTS

- **Governor General's Academic Medal**, graduated with an overall average of **99%**, *Markham* 2013
- **President's Scholarship of Distinction**, *University of Waterloo* 2013
- **CEMC Computer Contest School Champion**, *Fr. McGivney High School, Markham, ON* 2012
- **Top 3, University of Waterloo Math Contests**, *Fr. McGivney High School, Markham, ON* 2009-2013

EDUCATION

Candidate for Bachelor of Software Engineering, *University of Waterloo* 2013-present

INTERESTS

Full stack development, mobile development, UI/UX design, travelling, hiking, photography, reading