

HIGHLIGHTS

- Won EMBER Computing Hackathon and participated in Queen's Computing Competition Hackathon.
- First year student at McMaster University.
- Excellently finished grade 12 computer science with 95% average.
- Outstandingly finished 2 Java projects using my understanding in OOP (Object Oriented Programming), classes, GUI, recursion, sorting, search, dynamic lists, and basic command prompt functions.
- Learned Python, Haskell, and Elm.
- Experienced in HTML and Markdown – table structuring and captions, embedding multimedia.
- Familiar with using Eclipse, Apache Netbeans, VSCode, jGrasp, and Turing to write, compile, and debug programs.
- Excellent communication skills with outstanding analytical, problem solving, and detail-oriented skills, capable of multi-tasking, and perform effectively in both a team environment and as an individual.
- Proactively learn new technologies.
- Intermediate level of proficiency in Microsoft Word, PowerPoint, and Excel.
- Intermediate in French oral and written communication.

COMPUTER ACTIVITIES

Secretary and Lecturer

August 2020 – June 2021

Coding Club Team, A.Y. Jackson Secondary School

- Collaborated with a team of 9 executives to bring the club experience virtually.
- Prepared materials to teach students Java and get them ready for various computer contests.
- Responsible for email communication, form management, note taking, and lecturing.
- Participated as a member from 2017 – 2021.

Hackathon: Vaccine Hesitancy Quiz

August 2021

EMBER Connect, McMaster University

- Attended two Elm workshops and created an Elm application with two other members designed to reduce COVID-19 vaccine side-effects hesitancy.
- Developed the state diagram, answer slide GUIs, and information.
- Won first place due to cohesive teamwork, attractive design, and overall project completion.

Hackathon: Healthiest Fast Food

August 2021

Queen's Computing Challenge, Queen's University

- Created a Java program that helps users select fast food items more suited to their health goal with two others.
- Designed program back-end, programmed data structures, and integrated code.

Project: Othello Game – A two-player board game

January 2020

Grade 11 ICS3U, A.Y. Jackson Secondary School

- Individually created an Othello game from a provided GUI template in Java.
- Implemented methods, selection, repetition, and class.

Project: Checkers Game

April 2021

Grade 12 ICS4U, A.Y. Jackson Secondary School

- Created a playable checkers program with a team of 3 other members that had additional features such as: two game modes, customizable aesthetics, undo button, sound effects, scorekeeping, and timers.
- Implemented OOP, methods, conditionals, custom functions, recursion, search, and printing to XML files and was the project manager.

Contests

2017 – 2021

- Participated in BCC and achieved the top 25% distinction award (2017).
- Participated in CCC Junior and achieved score of 60 (2020).
- Participated in CCC Senior and achieved score of 25, ECOO 347 points (2021).

ADDITIONAL ACTIVITIES

- *GuZheng Club* – A.Y. Jackson SS, President and Founder, organized practice sessions, and performed at events (2018 - 2020).
- *HoDeng Ensemble* – Teaching Assistant, led team to practice, won 3 Kiwanis Music Festival Platinum first place awards and performed for the community such as fundraising event for Salvation Army food bank (2018 – 2020).

Grade 11 Student Representative

2019 – 2020

Equity Council, A.Y. Jackson Secondary School

- Participated in weekly meetings to organize multiple activities to promote school equity

VOLUNTEER ACTIVITIES AND INTERESTS

- *Shirley's Abacus-Math Education Centre* - Teaching Assistant, help the students learn math (2019).
- *Elderly Caregiver* - Cummer Lodge Retirement Home, care, communicate, and entertain the elderly (2017-2019).
- *Music Council* - A.Y. Jackson SS, help with various activities for music events (2018- 2021).
- *Tech Crew* - A.Y. Jackson SS, help manage the soundboard and other tasks (2019-2021).
- *Cellist* – member of two school orchestras and performed twice per year (2017-2020).
- *Spiker* – represented the school in TDSSAA Girls' Volleyball games (2017-2020).

EDUCATION

A.Y. Jackson Secondary School

Graduated June 2021

McMaster University

Expected Completion: April 2025

- B.S.c, Computer Science McMaster University