

# Vanessa Chu

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## Technical Skills

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### Programming Languages

React Native, Redux, Swift, Visual Basic NET, Javascript, HTML, CSS, Node, MongoDB, Java, C/C++, Python, VHDL

### Design & Development

UI/UX Wireframes & Prototypes, OOP, Data Structures, iOS, Android, Multithreaded Programming, GitHub Version Control

### Design Tools

Photoshop, Premiere Pro, After Effects, InDesign, Illustrator, XD, Sketch, Principles

## WORK EXPERIENCE

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### Tochtech Technologies, Software Developer & Social Media Content Coordinator

Dec, 2017 – April, 2018

- Developed new user features for the “Smarturns” app and in charge of app maintenance
- Collaborated with designer to determine how the final product should look and function, and translated UX concepts into code
- Created testing use cases that tested feature prototypes for bugs and user experience
- Managed, populated, curated, and maintained content for accounts on Twitter, Facebook, Instagram, Youtube, and Vimeo
- Created photo assets for print and web publishing, and produced video contents for social media

### Sierra Wireless, Software Test Intern

May, 2016 – August, 2016

- Performed validation and regression testing to verify software for Sierra Wireless products, primarily AirPrime
- Collaborated closely with developers and team members to identify and verify bugs
- Wrote bug reports using bug tracking software (JIRA) to report issues found during testing
- Developed and maintained automated test scripts in Python

### Sierra Wireless, Hardware Design Intern

May, 2015 – April, 2016

- Scripted and maintained 7 automation test tools with VB.NET that outputs log forms for data analysis
- Performed functional, signal integrity, timing, and system level testing
- Used GPIO controls, ADC, system clocks, and communication busses like USB and other serial and parallel ports

## INDUSTRY PROJECTS

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### Indoor Positioning System for UBC Parkade (Java) - Team Project

Sept, 2016 – May, 2017

- Developed a prototype of an indoor wayfinding Android application through visual light communication techniques that allows the mobile phones to recognize data sent by light and thus pin pointing the user's location
- Designed and implemented a user-friendly interface that guides user to their desired destination using Android Studio and LibGDX
- Integrated the transmission (Arduino controller) and reception (Android phone) protocol that enables the devices to establish a connection and send/receive data from LED to photodiode
- Utilized Tiled Map Editor to create a map layout such that it gives flexibility to the administrator to create new maps or add onto the existing one

## PERSONAL PROJECTS

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|--|-----------------------------------|---|
| • Web Resume, <i>HTML, CSS, Bootstrap</i>                      | • Instagram Clone, <i>Swift 3</i> | • Electromagnetic Tether Robot  |
| • Skateboard Website, <i>Bootstrap, Node, MongoDB, Express</i> | • Uber Clone, <i>Swift 3</i>      | • Reflow Oven Controller  |
| • Flappy Bird Clone, <i>Swift 3</i>                            | • Tinder Clone, <i>Swift 3</i>    | • Tele-operated Robot Arm   |
|  | • Tic Tac Toe, <i>Swift 3</i>     | <a href="https://github.com/VanessaChu">See more on Github.com/VanessaChu</a> |

## EDUCATION

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### University of British Columbia

Sept, 2012 – May, 2017

*Bachelor of Applied Sciences, Electrical Engineering*