



Alison R. Wu

Year 2, Computer Science Major

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TECHNICAL SKILLS

Languages	Java, C/C++, HTML, CSS, JavaScript
Other	Git, Windows, Linux

WORK EXPERIENCE

IM/IT Project Assistant (*Children & Family Research Institute*) Sep 2016 - Present

- Revamping support page with a simpler yet aesthetic and functional design
- Implementing Model-View-View Model pattern with HTML, CSS, and Knockout.js library
- Created RSS feeds parsed from live XML using JQuery AJAX

Undergraduate Teaching Assistant (*UBC Dept. of Computer Science*) May 2016 - Present

CPSC110 – Computation, Programs, and Programming

- Administer labs of 25 students, assist them with lab and answer questions
- Grade programming problem sets following a general rubric
- Supervise forum, attending weekly meetings, and do lab preparation

Quality Assurance Tester (*T&T Supermarket*) Dec 2015

- Tested out two versions of a server and web interface
 - Recorded results with Microsoft Excel
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VOLUNTEER EXPERIENCE

Backend Web Developer (*Changenuity*) Nov 2016 – Present

- Modifying static website to add dynamic features and functionality with Ruby on Rails and PostgreSQL
- Engage and contribute to organization goals

Intro to Python Mentor (*Ladies Learning Code*) Jun 2016

- Guided high school girls through a python tutorial

HTML Workshop Czar (*GIRLsmarts4tech*) Nov 2015 - Feb 2016

- Led team to review and plan assigned presentation and activity
- Coordinated between group individuals and event leaders
- Directed meetings and day-of HTML workshop with young girls

Global Game Jam Volunteer (*UBC*) Jan 2016

- In charge of registration table, physical labour, miscellaneous

Experience Science Day Facilitator (*UBC*) Nov 2015

- Setup coding activity, guide children through activity, answer questions
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PERSONAL PROJECTS

Word Search Android app – Java Jun 2016

- Developing a word search app that will randomly generates a puzzle with adjustable size and customizable word banks in Java
- Programmed a word search generator, using Android Studio to create functioning app
- Plans to adapt to a Korean language version with a Korean-dictionary SQL dump

“Chatteroom” Real-Time Web Chatroom – Node.js

Oct 2016

- Coded a live web chatting service with Express, Socket.IO, and MongoDB
- Implemented drawing canvas, plans to make it update real-time for multi-user

“No Wineing” Randomizer Web App – HTML, CSS, JavaScript

Feb 2016

- Created a random player picker app for up to 4 players that keeps track of your blood alcohol concentration levels depending on one’s height, weight and the current time
- Worked in a team of 4 members during nwHacks 2016 (24-hour hackathon)
- Coded HTML, CSS, JavaScript and the use of a basic Bootstrap template and styling
- Incorporated JavaScript program written by teammates into the HTML

“Rolle van Erlenmeyer” the Chat Bot and game applet – Java

Apr 2015 - June 2015

- Programmed for a grade 12 Capstone project and worked as a group of 2
- Hardcoded a chat bot which answers questions and replies with remarks about the Science Academy program and personal Q&A
- Created a mouse pointer game applet with Java’s built-in graphics library

ACADEMIC PROJECTS

Counter, Calculator, Parsing, and YouTube player Android apps – Java

May 2016 - June 2016

- Wrote various basic apps that incorporate XML layout files and Android Studio UI features
- Programmed an XML parser that displays Apple’s Top 10 Apps RSS feed
- Coded a YouTube video and playlist player with the use of YouTube Android Player API and a Google API key

“Mind the Gap” London transit Android app – Java

Mar 2016

- Implemented data model for a transit system that stores, organizes, and utilizes data from Transport for London’s RESTful API
- Wrote JSON parsers that retrieve subway line data accessed with the Transport for London API, as well as parsing live data for all station arrivals
- Utilized JUnit testing framework and Genymotion emulator

EDUCATION

University of British Columbia

Sep 2015 - Present

- Bachelor of Science, Computer Science Major (4.30 GPA)
- Expected graduation in May 2020

Art Institute of Vancouver

Jan 2015 - Apr 2015

- GAD 110 – Game Design I

AWARDS AND RECOGNITION

- Dean’s Honour List (*UBC*) *2016*
- Chancellor’s Scholar Award (*UBC*) *2015*
- Principal’s Honour Roll (*Fraser Heights Secondary School*) *2011-2015*
- AP Scholar with Honour (*College Board*) *2015*