Alison R. Wu

Year 2, Computer Science Major

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TECHNICAL SKILLS

Languages	Java, C/C++, HTML, CSS, JavaScript, PHP*, SQL*, Ruby/Rails*, Python*
Other	Git, Windows, Linux

* currently learning

WORK EXPERIENCE

IM/IT Project Assistant (*BC Children's Hospital Research Institute*)   *Sep 2016 - Present*

- Revamping support page with a simpler, yet aesthetic and functional design
- Using 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*)

CPSC213 – Introduction to Computer Systems   *Jan 2017 - Present*
CPSC110 – Computation, Programs, and Programming   *May - Dec 2016*

- Administering labs of 25 students, assist and answer questions
- Grading programming problem sets following a general rubric
- Supervising forum, attending weekly meetings, and invigilate exams

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

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

PERSONAL PROJECTS

"Chatteroom" Real-Time Web Chatroom – *Node.js*   *Oct 2016*

- Coded a live web chatting service with Express, Socket.IO, and MongoDB
- Implemented multi-user HTML drawing canvas

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

"No Wineing" Randomizer Web App at nwHacks – *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 – Jun 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

VOLUNTEER EXPERIENCE

Backend Web Developer (*Changenuity*)   *Nov 2016 – Present*
- Modifying static website to add dynamic features and functionality with Ruby on Rails and PostgreSQL hosted on Heroku
- Engaging and contributing to organization goals during weekly meetings

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 of 10 to review and plan assigned presentation and activity
- Coordinated between group individuals and event leaders
- Directed meetings and day-of HTML workshop with 60 grade 6-7 girls

Experience Science Day Facilitator (*UBC*)   *Nov 2015*
- Setup coding activity, guide children through activity, answer questions

ACADEMIC PROJECTS

Counter, Calculator, Parsing, and YouTube player Android apps – *Java*   *May - Jun 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 - Apr 2015*
- GAD 110 – *Game Design I*

AWARDS AND RECOGNITION

- Dean's Honour List – *achieved standing of 80% or better in 2015/2016 Winter Session at UBC*
- Golden Key Invitation – *achieved top 15% in program of study at UBC*
- Chancellor's Scholar Award – *granted to incoming students to UBC with an average of 95% or higher*
- Principal's Honour Roll – *attained 4.0 GPA at Fraser Heights Secondary School*
- AP Scholar with Honour – *received average score of at least 3.25 on 4 or more AP Exams*