



## 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

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### 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 multi-user HTML drawing canvas

***“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

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## 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

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## 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*