Alison R. Wu
Year 2, Computer Science Major
alisonrwu.github.io

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 and debugging new support page in development
- Modifying and adding HTML forms, connecting with backend database
- Learning Knockout.js (Model-View-View Model pattern), PHP, and MySQL

Undergraduate Teaching Assistant, *UBC Dept. of Computer Science*   *May 2016 - Present*
- For 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

VOLUNTEER EXPERIENCE

Backend Web Developer, Changenuity   *Nov 2016 – Present*
- Learning to convert 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 *UBC*   *Jun 2016*
- Guided high school girls through a python tutorial

HTML Workshop Czar, GIRLsmarts4tech *UBC*   *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

PERSONAL PROJECTS

Word Search Android app   *Jun 2016*
- Developing a word search app that will randomly generates a puzzle with adjustable size and customizable word banks
- Programmed a word search generator, using Android Studio to create functioning app
- Planning to adapt to a Korean language version with word meanings displayed

Skills: Java, Android Studio

"No Wineing" Randomizer Web App *at nwHacks 2016*   *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 a 24-hour hackathon
- Wrote the web app code with the use of a basic Bootstrap template and styling
- Incorporated JavaScript program written by teammates into the HTML

Skills: HTML, CSS, JavaScript, Bootstrap templating

"*Rolle van Erlenmeyer*" the Chat Bot and game applet   *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

Skills: Java, Eclipse

ACADEMIC PROJECTS

Counter, Calculator, Parsing, and YouTube player Android apps   *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

Skills: Java, Android Studio, XML parsing

"Mind the Gap" London transit Android app   *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

Skills: Java, IntelliJ, JUnit testing, API integration, JSON parsing

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EDUCATION

University of British Columbia   *Sep 2015 - Present*
- Bachelor of Science (Computer Science Major)
- GPA 89% (CPSC 90%)
- 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*