ANGELINA WU
SOFTWARE ENGINEERING STUDENT

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SKILLS

Languages: C++, JavaScript, TypeScript, HTML/CSS, PHP, Python, C#, Java, SQL, Bash

Frameworks: React.js, Next.js, TailwindCSS, Node.js, Express.js, Laravel, Unity, Java Spring, Django

Tools & DB: Git, Postman, JIRA, MongoDB, MySQL, AWS, pgAdmin, GCP, Arduino

Design: Figma, Procreate, Photoshop, Vectornator, Canva, AutoCAD

WORK HISTORY

idekCTF | *Oct 2022 - Aug 2024*
Freelance Illustrator
- Illustrated website banner and promotional art for cybersecurity competitions
- Created a collection of SVG assets, in Figma, of retro-themed characters to be used for merch and website
- Designed and illustrated various stickers to be given out to event participants

Vision AI | *Feb 2024 - May 2024*
UI Designer/Developer Intern
- Designed mockups and prototypes for a landing page of a WCAG accessibility web app using Figma, ensuring seamless user experiences and visual coherence
- Implemented a responsive landing page with reusable UI components using TypeScript and TailwindCSS, adhering to an accessibility-focused design language
- Implemented a static blog page within the website infrastructure, rendering content sourced from markdown files

OpenText | *Jan 2023 - Apr 2023*
Software Developer Intern
- Integrated keyboard navigation functionality into menu-based components to meet accessibility needs and improve user inclusivity
- Continued to develop components and services to consume RESTful APIs with component-based architecture
- Created reusable functional automation test procedures using Selenium with Java to assess new features and uncover deeply nested bugs, increasing efficiency by 30%

SkildLabs | *Jun 2022 - Sept 2022*
Graphic Design Specialist
- Utilized data and external research to design a collection of character illustrations and engaging template ideas
- Created SVG-based assets of student-themed characters as part of the SkildLabs Canva Library
- Designed templates for brainstorming, storyboarding, journaling, and bookmarks, for public use

OpenText | *May 2022 - Aug 2022*
Software Developer Intern
- Created adaptable UI components using React and Redux concepts for features such as import, export, filtering, and validations
- Modified existing components in the OT React Components Library to allow customizability and reusability over a wider range of use cases
- Refactored existing API endpoints in Java and created Postman collections with documentation of detailed examples in Confluence

EDUCATION

University of Waterloo | *Bachelor of Software Engineering (Sept 2021 - Apr 2027)*