

ANNE WANG

2B Computer Engineering

University of Waterloo

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LANGUAGES

C++

C

Swift

JavaScript

Java

Python

Verilog

HTML / CSS

SQL

OpenGL

TOOLS / FRAMEWORKS

Node.js

React / Redux

Bootstrap

SpringBoot

MongoDB

AWS

Android Studio

Realm

Firebase

Jenkins

KiCad

VoiceFlow

Docker / Docker Compose

Concourse

Honeycomb

EDUCATION

University of Waterloo 2023

Cumulative Average: 88.8%

- Bachelor of Applied Science in Computer Engineering.
- Ranked in the **top 3%** of my class last semester and was awarded **Dean's list**.

WORK EXPERIENCE

Software Engineering Intern

May 2020 - Aug 2020

Uber ATG

- Researched and implemented **complex metrics** to analyze a **ML model** used to **label LiDAR data** collected by ATG's autonomous vehicles **without relying on expensive ground truth data**.
- Analyzed results from various metrics run on models of different quality and **presented a proposed collection of metrics** to other team members.
- Modified a metric to be a powerful tool to **easily compare model performance** on the same log data.
- Logged results to **AWS** and **Honeycomb** for different use cases.
- Quickly learned how to use a **complex C++ framework** used internally at ATG.
- Presented **bi-weekly deep dives** along with a **final showcase** to all of ATG about my project

Software Developer: Innovation Labs

Sep 2019 - Dec 2019

CIBC - Live Labs

- Collaborated on a **small team** to create, from **ideation to release**, 3 new pilot projects for innovative solutions to complex user problem and explore new use cases for emerging technologies, all while maintaining high code quality through **TDD**.
- Worked closely with PMs and UX designers to develop and release both **native Android** and **iOS apps** from scratch, in a month, which use technology such as a **localized YOLO-based machine learning model for offline real-time image recognition** and **OCR machine learning**.
- Designed and developed a **web app** with a **Spring-based Java REST api backend** utilizing a **Mongo database** and a **frontend designed using React with Redux** and **Bootstrap**.
- **Presented** completed pilot projects to **key stakeholders**
- Received a rating of "**Outstanding**" on the final work term evaluation for my "incredible ability to learn new software and take true ownership of [my] work".

Software Developer in Test

Jan 2019 - Apr 2019

Mappedin

- Developed and optimized a **node.js based desktop app**.
- Created Mappedin's **first integration test** spanning **5 key products**.
- Individually implemented a **heavily-requested animated pulse feature** on the main customer facing **Android SDK** using **OpenGL**.

PROJECTS

Fridge Inventory

SwiftUI, Firebase

github/annewang27/FoodInventoryApp

- **Developed** an **iOS 13 app** using **SwiftUI** designed to help my family keep track of groceries during the pandemic.
- **Firestore database** allows **different phones** to access the same data in **real time**.

IBS Symptom Tracker

Swift, Realm, UIKit

github/annewang27/IBS-Tracker

- In 24 hours, individually **designed and developed** a fully functional **iOS app** targeted specifically towards users with IBS symptoms
- Quickly learned and implemented all data storage on a **Realm database**
- Prototyped **UI / UX** on **Canva** then developed it using a combination of **storyboards** and **programmable UI elements**, allowing layouts to be **dynamically updated**

Firemap

JS, HTML, CSS

github.com/yfxu/Project-Firemap

- Developed a **web app** in less than 36 hours capable of calculating and displaying immediate fire risk anywhere around the world.