

647 636 1577

in /ashlynwu

/ashlynwuu

# **SKILLS**

**Programming** 

JavaScript Java

Python HTML/CSS

Bootstrap 4 DrRacket

Design

Adobe Photoshop Abode After Effects Figma / Canva

# **EDUCATION**

Computer Science University of Waterloo

2020-2025

International
Baccalaureate
Glenforest Secondary

School

2016-2020

# **AWARDS**

President's Scholarship of Distinction

Awarded to an individual entering year 1 with an average of 95%+

# Ashlyn Wu Computer Science

### **PROJECTS**

Designer + Web

Developer

Personal Website

JUNE 2020 - PRESENT

Designed, developed and deployed my own personal website using HTML, CSS, and JavaScript

**Bot Developer** 

Discord

JUNE 2020 - AUG 2020

Designed and developed a Discord bot using Python to calculate and predict game statistics used in several Discord servers

Designer + Developer Height Conversion Tool

DEC 2020

Designer + Developer

Calculator
DEC 2020

Designer + Developer Minecraft Java Plugin

DEC 2020

Designed and deployed a height conversion tool that converts centimetres into feet and inches using HTML and Boostrap 4

Created and deployed a calculator which performs basic mathematical operations using HTML, CSS and JavaScript

Designed, developed and deployed a functional Minecraft Java Edition plugin to enhance gameplay using Java

#### COMMUNITY

Coding Team Glenforest FIRST Robotics Team '6070'

SEPT. 2019 - JAN 2020

**Lead Mentor** Nahani Way Robotics

2019-2020

Collaborated with a team of 15-20 developers to produce code our team's robot in the annual FIRST Robotics competition using JavaScript

Conducted bi-weekly workshops and lessons to develop and enhance basic robotics and programming skills using Lego Robotics to elementary school students

### **WORK EXPERIENCE**

**Swim Instructor** 

Aqua Tots

FEB 2020 - DEC 2020

FEB 2020 - DEC 2020

**Art Instructor**Blue Tadpole Studio

OCT 2017 - MAR 2019

Taught semi-private and private swim lessons to children aged 2-12

Instructed a class of 5-10 students on the basics of sketching, cartooning and painting